GAMEPRO
STRATEGY GUIDES

DONKEY KONG 64

NINTENDO 64

A SUPPLEMENT TO GAMEPRO MAGAZINE

Welcome to the jungle! With Donkey Kong 64,

Donkey and the rest of the Kongs have finally swung onto the Nintendo 64 in 3D. This strategy guide will give you the lowdown on every Golden Banana, every blueprint, and every fairy. With our help, you'll be able to get all 201 Golden Bananas and become a king of Kong! By Boba Fatt

MEET THE KONGS!

Donkey Kong

Donkey Kong is the leader of the Kong pack. He may have started his video game career by kidnapping Mario's beloved Pauline, but this Kong is a reformed gaming superstar. If you don't remember the old DK, you'll get a lesson in history during this adventure.

Donkey's Stats:
Special Move: Strong Kong
Weapon: Coconut Shooter
Musical Instrument: Bongo Blast

Diddy Kong

Diddy is a fast, agile monkey who made his debut in the 16-bit Donkey Kong Country games. With his Chimpy Charge, Diddy can bang a gong and get it on.

Diddy's Stats:
Special Move: Chimpy Charge
Weapon: Peanut Popgun
Musical Instrument: Guitar Gazump

Tiny Kong

Remember Dixie Kong? Tiny is her little sister—and she's even more of a troublemaker. Tiny's pigtails have a life of their own; they can even help her take flight! Don't be fooled by her cuteness, though. This tiny Kong can pack a big punch.

Tiny's Stats:
Special Move: Ponytail Twirl
Weapon: Feather Bow
Musical Instrument: Saxophone Slam

Lanky Kong

Lanky may look like a primitive primate, but those long arms are useful for slapping K. Rool's punks upside the dome. His Orangstand will help you get up slippery slopes, and wait until you see what he can do underwater!

Lanky's Stats:
Special Move: Orangstand
Weapon: Grape Shooter
Musical Instrument: Trombone Terror

Chunky Kong

Chunky is the older brother of Donkey Kong Country 3's Kiddy Kong, and his extreme girth and Primate Punch make him a force to be reckoned with. Too bad he's such a coward.

Chunky's Stats:
Special Move: Primate Punch
Weapon: Pineapple Launcher
Musical Instrument: Triangle Trample

CONTROLLER LEGEND

Start = Bring up the Status screen
R = Center the camera behind a Kong
C buttons = Change the camera view
A = Jump
B = Attack
Z = Crouch

PARTNERS IN CRIME

Cranky

Cranky's potions give you special abilities. Look for his lab to get the latest special powers. He's also good for a wisecrack or two.

Funky

Funky supplies you with the latest shooting technology, or refills your ammo when he isn't working on his next invention. Hit his shop to get in gear.

Candy

Candy sells musical instruments and upgrades. Don't forget to use the tunes as weapons—they can take out most foes.

Snide

You can give the blueprints dropped by K. Rool's cronies to Snide for Golden Bananas. There's usually one blueprint for each Kong on each level. If you return all of the blueprints, Snide will allow you to replay the mini-games at your leisure.

Wrinkly Kong

This granny has passed away since Donkey Kong Country 3, and now she's a helpful spirit. Her doors are color-coded for each character. Ask her for guidance if you're stuck.

Troff 'n' Scoff

They're your piglet gateway to the bosses, but these beached whales need bananas in order to help you.

THE BANANA FAIRY

The Banana Fairy has lost her pals. She gives you a camera you can use to photograph her fellow fairies; if you capture the fairies on film, they'll upgrade your inventory (so you can carry more items) and unlock features in the Mystery mode. If you return all 20 lost fairies, you'll obtain the elusive 201st Golden Banana! There are four fairies hidden in DK Isles, two in each area.

To acquire the camera, hit Fairy Island with Tiny after she acquires her Mini Monkey ability. Jump in the Tiny Barrel to shrink, then go inside the building on the island and talk to the Banana Fairy inside. She also powers up the Simian Slam, making it more powerful.

Once you have the power-up, execute it on these dirt piles for special treats!

Banana Fairies on DK Isles

On the island with the tree next to the Fairy Island

In the entrance to Frantic Factory as you're grabbing Tiny's fifth Golden Banana

In the entrance to Fungi Forest (look up for a feather lock that will release a fairy)

At the Tiny pad near the top of K. Rool's Fortress

GETTING STARTED

There are a few things you have to do around DK's tree house before getting started. First, hit the training course to earn the Simian Slam from Cranky (see sidebar, "Training!"). Then search the first cave for some coins and head to the next cave.

Simian Slam

To open the bars in the other cave, you have to use the Simian Slam that Cranky just taught you. Whenever you see a portrait of a Kong on the floor, do a Simian Slam on it with the same Kong to get some action.

DK ISLES

Legend for the DK Isles:

1. Jungle Japes Entrance
2. Angry Aztec Entrance
3. Frantic Factory Entrance
4. Gloomy Galleon Entrance
5. Fungi Forest Entrance
6. Crystal Caves Entrance
7. Creepy Castle Entrance
8. Hideout Helm Entrance

BF Banana Fairy

WP4 Warp Points

TRAINING!

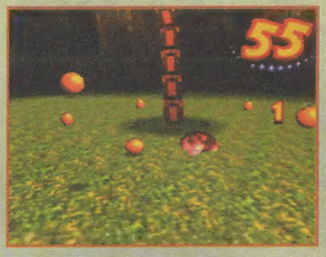
Time to Train

First things first, Donkey—you have to learn how to play. A growing monkey can't sit still long enough to read the instructions, so the rules of this game are laid out in an interactive training course. Visit Cranky's Lab near your tree house, then head over to the training barrels to learn the ropes. Use Donkey's high jump to get into the barrels. While he's in a barrel, press and hold Z, then press B.

Swimming

Dive down and grab this coin in less than 60 seconds. While swimming, press B for a slower stroke that makes DK much more accurate.

Orange Grenades and Barrels



DK and the others can use oranges as grenades—just press and hold Z and then hit right-C to hurl. Watch out for ricochets, though! To pick up a barrel, press B; you can then press A to throw the barrel, or Z to put the barrel down.

Swinging Like Tarzan

Swing from the ropes to grab the coin. Once you collect the coin, hurry back to Cranky's Lab for a potion. The potion enables the Kongs to do the Simian Slam, and then they can get started on the adventure!

A FEW BASICS

DK Isles is the "Hub World" of DK64: You'll reach all of the main levels through this area, but they're only accessible once you have a required amount of Golden Bananas.

K. Lumsy

Each time you acquire a Boss Key, head over to K. Lumsy's Prison. He'll be so glad to hear about your progress that he'll make a new world accessible.

Golden Bananas

Because you'll reach new areas of DK Isles and obtain new characters and powers along the way, most of the Golden Bananas won't be within reach until later in the game.

OPENING THE ENTRANCE

Donkey Kong

Golden Banana 1

In DK Isles, go to K. Lumsy's Prison. Talk to K. Lumsy, and he'll open up the entrance to the first world, Jungle Japes. There's also a Golden Banana in the entrance—your first one! Time's a-wastin', Donkey—get a move on!

Golden Banana 2

As you're making your way up K. Rool's ship, you'll come to floating vines that lead to Snide's HQ. If you drop down instead of swinging, however, you'll land on a platform with a coconut-locked gate guarding a Golden Banana.

Golden Banana 3

In the Frantic Factory entranceway, pull the switch to activate the platform, then head on up and play the bongos on the pad.

Golden Bananas 4 & 5

There are two doors on the lower floor of the entrance to Crystal Caves—both need to be smashed open with Chunky's Primate Punch. Behind one, you'll find a DK Barrel for DK to go Strong Kong. Behind the other, a Golden Banana floats over lava. Go Strong Kong again. You'll find Donkey's blueprint in Hide-out Helm's entrance. Use the sniper scope to hit the coconut lock above the main door to create a bridge to the platform with the Kasplat.

Diddy Kong

Golden Banana 1

This is a multi Kong effort. Just outside the entrance to Angry Aztec, you'll need to move a boulder as Chunky to expose a Lanky music pad. Once Lanky blows his horn, a Diddy Barrel will appear outside the entrance to Fungi Forest. Hop in it. As Diddy, fly across the chasm to the waterfall where you'll find a peanut-locked gate guarding a Golden Banana.

Golden Banana 2

Head back into the same Diddy Barrel outside Fungi Forest and fly into the Banana Barrel located above the top peak of DK Island. Play the Peril Path Panic mini-game for a Golden Banana.

Golden Banana 3

In the alcove that houses Snide's HQ, use the Tailspring on Diddy's icon to hop up to a Banana Barrel.

Golden Banana 4

In the Crystal Caves entrance, you'll find a Diddy Barrel. Hop in and fly to the upper level where you'll find a guitar pad. Rock out on it for a Golden Banana.

Golden Banana 5

Grab Diddy's blueprint in the entrance to Creepy Castle. You'll have to use DK to shoot open the coconut-locked gate to reach the Kasplat.

Tiny Kong

Golden Banana 1

On Fairy Island, at the opposite side of the entrance, you'll find this Golden Banana behind a feather lock.

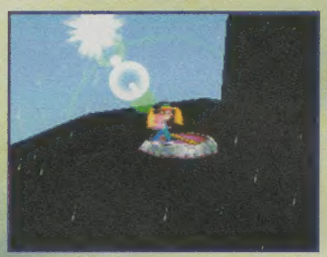
Golden Banana 2

In the entrance to Angry Aztec, have Diddy slam the gongs, then use Tiny's Ponytail Twirl to fly into the Banana Barrel. You'll play the swat-the-flies mini-game for a Golden Banana.

Golden Banana 3

In the entrance to Gloomy Galleon, Chunky must slam on his icon with at least a Super Simian Slam. This will open a small door, which Tiny can swim through only after she Ponytail Twirls into the Tiny Barrel for her Mini Monkey ability.

Golden Banana 4



Play your funky music on the sax pad near the Tiny monkeyport icon at the top of K. Rool's Fortress.

Golden Banana 5

In the entrance to Frantic Factory, have Chunky Primate Punch the question-marked box to reveal a Kasplat with Tiny's blueprint. There will also be a fairy, so make sure to grab her!

Lanky Kong

Golden Banana 1

In the entrance to Jungle Japes, have Chunky move this rock, then Lanky play the horn on the pad underneath.

Golden Banana 2

Behind K. Lumsy's Prison, use Lanky's Grape Shooter to open this gate for an easy Golden Banana.

Golden Banana 3

Once you've got the Orangstand, you can make it from the switch in K. Lumsy's Prison to the gate with the Golden Banana in time.

Golden Banana 4

Have Chunky get rid of this boulder, then swell up from the Lanky icon so you float to the middle of the island.

Golden Banana 5

You'll find Lanky's blueprint behind this ice door in the Crystal Caves entrance. Smash it open as Chunky.

Chunky Kong

Golden Banana 1

Shoot out the pineapple lock for an easy Golden Banana.

Golden Banana 2

Just upward from the entrance to Angry Aztec, have Chunky move the boulder to reveal a triangle pad. Then have Chunky play his triangle to get a Golden Banana.

Golden Banana 3

When Tiny plays the sax on her pad to collect her next Golden Banana, she'll reveal a Chunky Barrel on the small island between Fairly Island and the platform with the "X." Hop in the barrel, then slam the "X" for a golden treat.

Golden Banana 4

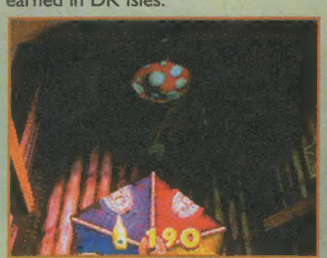
In the Hideout Helm entrance, use Gorilla Gone on this pad to create two sets of swinging vines. One leads to the entrance, the other leads to a Banana Barrel.

Golden Banana 5

Grab Chunky's blueprint from the Kasplat near the entrance to Gloomy Galleon.

K. Rool Pads

There are two Battle Crowns to be earned in DK Isles:



In the entrance to Frantic Factory, look up to see a moving mushroom. Hit it with each of the Kongs' shooters (the color of the tip of the mushroom indicates which Kong needs to shoot it next), then use Chunky's Gorilla Gone on the pad that appears to make the K. Rool pad visible.

At Snide's HQ, just have Chunky lift the boulder blocking it.

JUNGLE JAPES

Golden Bananas Required to Enter: 1

A relatively simple level, you'll have to free Diddy, tame a boss—and start collecting those golden goodies.

SAVING PRIVATE DIDDY

In order to free Diddy, DK will have to fire his Coconut Shooter at the three doors with coconut icons over them. Two of them are located at either Warp 3 point. The third is a bit trickier. It's just below the chasm between Funky's Shop and the cannon. Stand like you're about to jump onto the floating vines, then use the first-person perspective to hit the last lock and free your diminutive pal.

WHUPPING THE BOSS

Once you meet Troff 'n' Scoff and have 60 bananas to offer them, Donkey Kong will be able to take on Army Dillo for this level's Boss Key to K. Lumsy's cage.

To dazzle Army Dillo, avoid his firebombs and rolling. Lunge toward the explosive barrel when he comes out of his shell and hurl it at him. A few good licks and he's toast.

Golden Bananas

You'll have to return to Jungle Japes later with Tiny, Lanky, and Chunky, but this relatively simple level will teach you the ropes and the vines of Kongquering DK64.

Donkey Kong

Golden Banana 1

Head over to Funky's Shop, then go across the floating vines and jump into the cannon. You'll find a Golden Banana as well as an imprisoned Diddy.

Golden Banana 2

Once you've freed Diddy (see sidebar, "Saving Private Diddy"), you'll find another Golden Banana in his cage.

Golden Banana 3

You can find the yellow blueprint by beating down one of K. Rool's baddies while exploring a cave to the left and facing out from the entrance. Bring it to Snide to exchange it for a Golden Banana.

Golden Banana 4

Behind Cranky's Lab, use the Coconut Shooter to open the gate and become Rambi the Rhino. Destroy the huts to reveal a DK icon. Do a Simian Slam on it to unlock the first Golden Banana, back by the entrance.

Golden Banana 5

To obtain another Golden Banana, return to the Warp 3 point on the same side of the river as the entrance and climb the tree near the "X" on the ground. You'll find floating vines that lead to a DK platform.

Diddy Kong

Golden Banana 1

You'll find Diddy's red blueprint here. Bring it to Snide's HQ to exchange for a Golden Banana.

Golden Banana 2

Near Cranky's Lab, find the Diddy icon and Simian Slam it (it is underneath one of the huts DK destroyed as Rambi the Rhino). You'll have 50 seconds to reach the gate just outside Funky's Shop. Use the Warp 4 points to teleport half way, then it's an easy task! Your prize? A Golden Banana.

Golden Banana 3

Inside the mountain, hit the peanut lock above the huge metal box that is across the room from the entrance. This will extend a narrow bridge. Hop up and shoot this peanut lock to extend a narrow bridge. You might want to take out the bees first, or they'll take you out while you're trying to cross. On the far end, Simian Slam to release another Golden Banana on top of the mountain.

Golden Banana 4

In the back room of the mountain's cave, Chimpy Charge to open the small gate. Chimpy Charge the "Lo" switch inside the room as well. This will slow down the conveyor belt in the next room so you can traverse it. Simian Slam the Diddy icon to open the gate, then zip up the conveyor belt. If the grenade tossin' gators are giving you trouble, toss an orange grenade their way to take 'em out. Collect 50 coins to earn Diddy another Golden Banana.

Golden Banana 5

Shoot open the peanut locks for this easy Golden Banana.

Tiny Kong

Golden Banana 1

Tiny's first Golden Banana comes in a mini-game just inside Jungle Japes. You'll have to dive into a barrel and retrieve 10 coins in 50 seconds. You'll find Tiny's blueprint here.

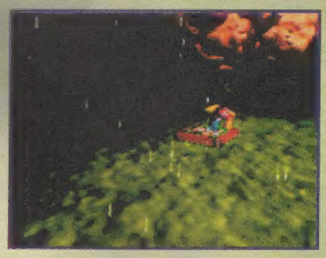
Golden Banana 2

This is in a hut that Tiny can enter with her Mini Monkey ability. Take each available path to open a new path, and you'll find a Golden Banana.

Golden Banana 3

In the same area, you'll find this mushroom flower next to a tree stump. On top of the stump is a small hole, so you'll have to use the Mini Monkey barrel and then jump on the mushroom, which acts as a trampoline. Hop on the stump and slide in to find a Golden Banana.

Golden Banana 4



Head back to Cranky's Lab and Simian Slam the Tiny icon under the hut DK destroyed as Rambi the Rhino to make another Golden Banana appear.

Golden Banana 5

You'll have just a few seconds to race back to this Golden Banana and collect it. Hop on the Warp 4 point, then jump into the water and swim left.

Lanky Kong

Golden Bananas 1 & 2

Lanky's first Golden Banana can be retrieved from the lizard mini-game. You'll find Lanky's blueprint here. Bring it to Snide for a Golden Banana.

Golden Banana 3

Use Lanky's Orangstand to march up the hill to this Banana Barrel, which will transport you to a mini-game. Win the game, and you receive another Golden Banana. You can find Lanky's blueprint here as well by beating K. Rool's crony at the foot of the hill you marched up to play the mini-game.

Golden Banana 4

Head to Cranky's Lab. Simian Slam the Lanky icon and race back to this Golden Banana location. Hit the Warp 4 point, swim right, and up the stalk to Funky's Shop. Take the floating vines across to the plateau with the cannon.

Golden Banana 5

You'll need Diddy to open the peanut lock on this gate. Climb the hill with Lanky's Orangstand. Inside, Simian Slam the two pedestals. This will release several bees—plunk them out of the air with your Grape Shooter to collect a Golden Banana. Grabbing the banana will release a fairy as well, so snap that babe up!

Chunky Kong

Golden Banana 1

Pick up this rock and smash it for your first Golden Banana.

Golden Bananas 2 & 3

After you throw the rock that made the first Golden Banana appear, Simian Slam the big "X" three times to open a chasm down below. Fall in and walk the narrow pathway to the pedestal. Shoot the eyes of the statue with your Grapefruit Launcher to lower the floating vines. Swing left for another Golden Banana and swing right to take on the Kasplat with Chunky's blueprint.

Golden Banana 4

Slam the rock located in the room smashed open by Rambi the Rhino (in the caves between the Warp 4 points), and you'll find a Chunky icon. Simian Slam it, and you'll have 50 seconds to reach the Golden Banana imprisoned near Snide's HQ. You'll have to race to the Warp 2 point and teleport up the hill, then hurry down to Snide's.

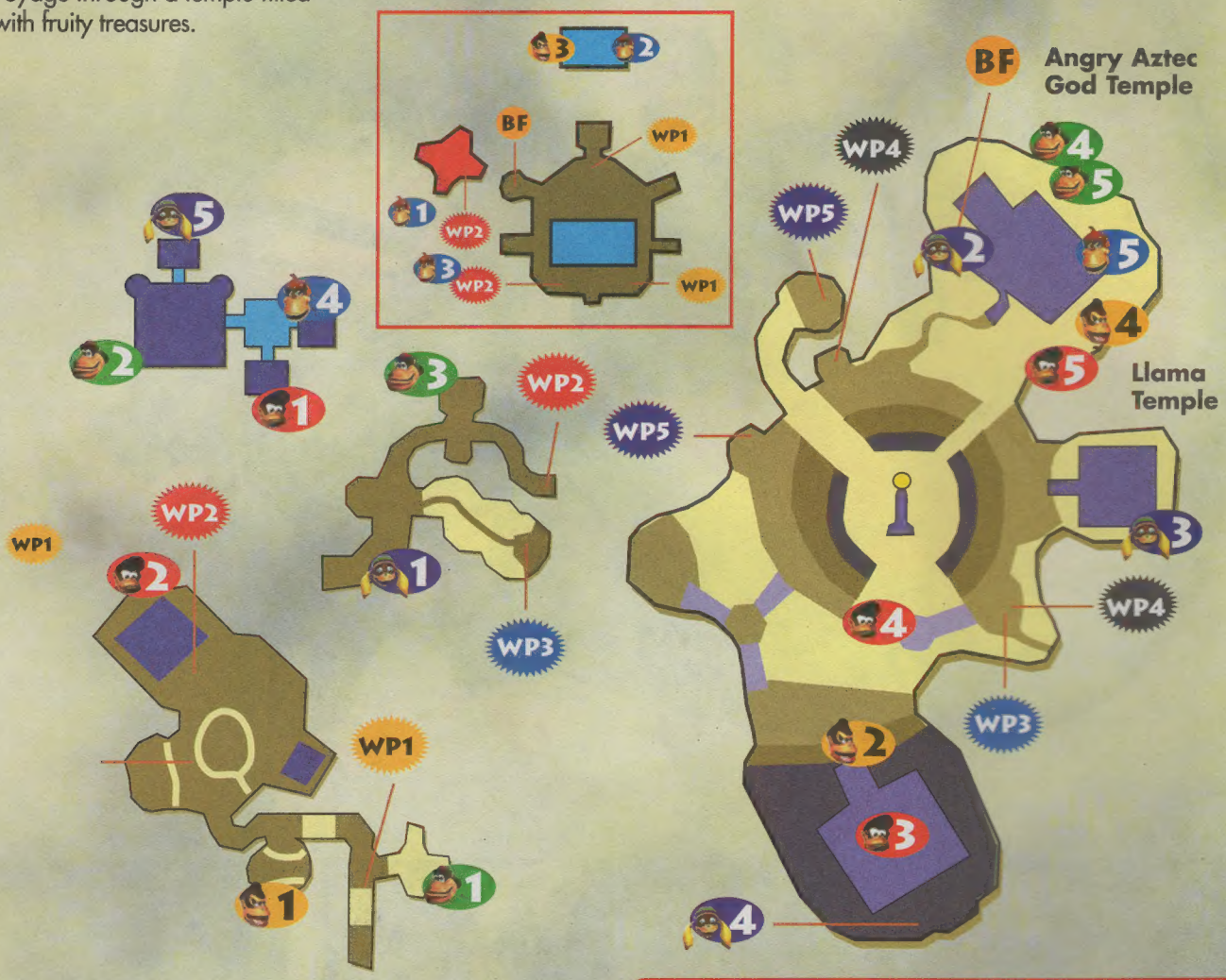
Golden Banana 5

Hop in the Chunky Barrel to become big, climb the trees to jump in the Banana Barrel, and play the bonus game. Avoid the TNT cart by moving in, then out, repeatedly. Your prize for winning the game is another Golden Banana.

ANGRY AZTEC

Golden Bananas Required to Enter: 5

Time for more rescue jobs and a voyage through a temple filled with fruity treasures.



RESCUING THE FAIR TINY

Use Diddy for this perilous mission. On the left side of the temple near the Warp 2 point, shoot open the peanut lock, then enter the structure. Once inside, Simian Slam the Diddy icon to open a series of ledges. Climb up, then look across the room for a peanut lock. Shoot it open to extend a bridge and head across—but hurry 'cause it will retract soon. On the other side, Guitar Gazump the roof open and melt the water.

Swim through the underwater tunnel and into the room with Tiny. Chimpy Charge the Diddy icon next to her gate, then Chimpy Charge the letters "K," "O," "N," and "G" in order to free her from prison.

LIBERATING LANKY

As Tiny, shoot the feather lock behind the Llama Temple to open the front entrance. Once inside, climb the stairs located at the other end of the room to find a "tag" barrel. Switch to Donkey Kong and find the Bongo icon (it was on the right in an alcove when you first entered). Play the drums to awaken the llama, who will turn the lava to water. Head into the underwater tunnel, then shoot the coconut lock to release Lanky.

BEE/WAX BOSS

This fiery bee, Dogadon, can be destroyed in the same way as Army Dillo (see sidebar, "Whupping the Boss"). Just avoid his furious flares and roll the TNT barrel toward him when he lands.

Golden Bananas

Make sure to use Diddy first!

Diddy Kong

Golden Banana 1

You'll find a Golden Banana in Tiny's prison (see sidebar, "Rescuing the Fair Tiny").

Golden Banana 2

Stop by Cranky's Lab to purchase the Rocketbarrel Boost. Next, climb the tree adjacent to the Angry Aztec God Temple and hop in the Diddy Barrel. Fly to the roof of the temple—the second Golden Banana location. Stomp out K. Rool's fool for Diddy's blueprint.

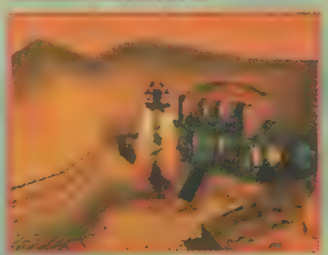
Golden Banana 3

Look for the platform with four gongs (located on the map at the third Golden Banana location). Use the Chimpy Charge on the gongs to get another Golden Banana.

Golden Banana 4

Fly through the Sun icon at the top of the center tower three times to release a buzzard. Meet him back at the Diddy Barrel, and he'll tell you to follow him through his rings. If you're having trouble, try tapping on the gas repeatedly instead of using long spurts. Your prize? A Golden Banana.

Golden Banana 5



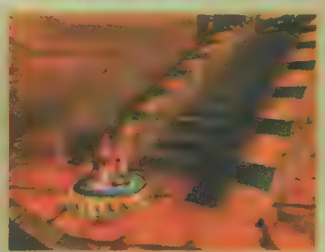
Fly to the top of the Angry Aztec God Temple. You'll find a Diddy icon. Simian Slam it, and the tower in the center will start to spin and say, "Feed me." Shoot four peanuts into its mouth with your Popgun to open the temple. Inside, just shoot the peanut locks to make your way toward another Golden Banana.

Donkey Kong

Golden Banana 1

Go to the connecting cave between the llama's cage area and the Llama Temple/Angry Aztec God Temple area after you've taken the potion from Cranky's Lab. Use your Strong Kong ability to cross the quicksand and obtain your blueprint.

Golden Banana 2



Head to the second Golden Banana location on the map and find the DK bottlecap in front of the temple. Hold the trigger button and do the Baboon Blast. When you complete it, the llama will be freed and you can go collect a Golden Banana in his cage.

Golden Banana 3

Free Lanky (see sidebar, "Liberating Lanky"), and you'll get another Golden Banana.

Golden Banana 4

Go to the Angry Aztec God Temple and shoot the coconut lock, then look inside for a Golden Banana.

Golden Banana 5

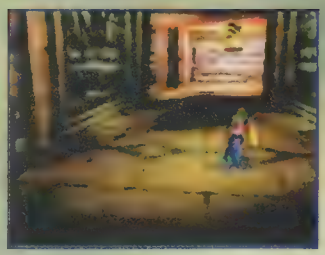
Use Donkey's Strong Kong ability to walk on the quicksand and head to this final Golden Banana. If the entrance is blocked off, go back and hit the DK icon in the Llama Temple (diagonal right/forward from the entrance) to open it. To obtain the Golden Banana, you'll have to play a bonus game—just avoid the lizard guys' periphery of light.

Tiny Kong

Golden Banana 1

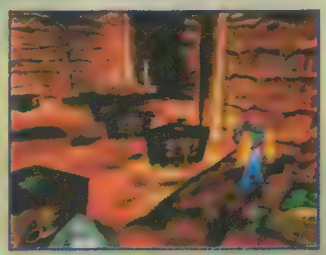
You'll find Tiny's blueprint inside the connecting cave between the llama's cage area and the Llama Temple/Angry Aztec God Temple area. Bring it to Snide to exchange it for her first Golden Banana in this area.

Golden Banana 2



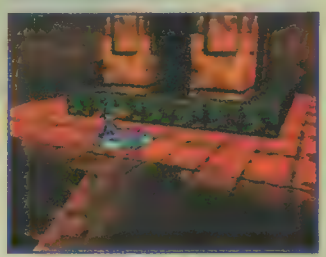
Head into the Angry Aztec God Temple for Tiny's second Golden Banana. You've done this before.

Golden Banana 3



Ah, yes, the third Golden Banana. In the Llama Temple, investigate the room diagonally forward and left from the entrance (make sure you've hit the temple's Warp 2 point first, near the entrance). You'll find a small passage that only Tiny can enter and several switches that you'll flip to create bridges in the lava.

Golden Banana 4



Hop inside the Tiny Barrel to become, well, Tiny, and then play the Saxophone. Slam the icon in front of the tower. A buzzard will fly you to the top, and you'll have to beat the beetle down this track and collect 50 coins to win the Golden Banana. The trick is to get to the bottom without hitting the beetle and to take the middle serpentine at full speed.

Golden Banana 5

Return to the temple where Tiny was held captive and use the Tiny Barrel to shrink. Then hop into the pool of water and swim through the small entrance (you'll see Tiny's purple

bananas in the passageway). On the other side, defeat the chompers for your final Golden Banana.

Lanky Kong

Golden Banana 1

Head into the Llama Temple and jump on the Warp 2 point. If it's not unlocked, you'll have to use Tiny to go through the door and unlock it. You can grab your blueprint here.

Golden Banana 2

Inside the Llama Temple, across the room from the entrance, unlock the rear door with Lanky's Grape Shooter and Simian Slam the Lanky icon. This will unlock a mini-game, like Concentration. Beat it to reveal a Golden Banana.

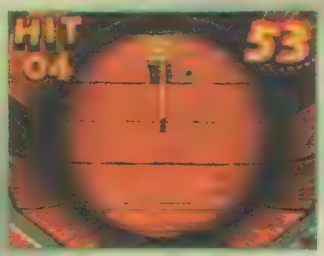
Golden Banana 3

Hop to the top of this statue and Simian Slam the Lanky icon. When the buzzard teases you with the Golden Banana, pelt him with some grapes of wrath.

Golden Banana 4

To the left of the Llama Temple entrance, you'll find a room that has a Trombone icon. Have Lanky toot the horn here, and the serpent heads in the pool will rise and come together beneath a Banana Barrel. You'll have to use Lanky's Orangstand to climb up one of the serpent's necks, then play a bonus game inside the barrel. Your prize? A Golden Banana.

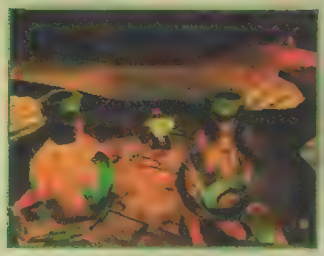
Golden Banana 5



Finally, it's time to head to the Angry Aztec God Temple yet again. When you get to the end of Lanky's road, you'll have to play a bonus game. Swat four flies, and the Golden Banana is all yours. Try to follow the flies as you swat—and try to remain calm! The reward is well worth it: You'll finish Lanky's tour of duty!

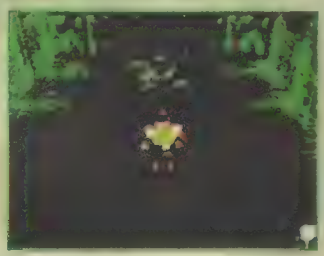
Chunky Kong

Golden Banana 1



Make sure Chunky is fully armed with his triangle, Grapefruit Shooter, and Cranky's potions. Pick up the vases and put them down on the icon that matches their inscriptions. Use the trigger button to set them down gently. If you're successful, you'll get a Golden Banana.

Golden Banana 2



Hit the grapefruit lock outside the temple, then use the triangle inside to open up a new room. Inside, the ground will shift, and you'll have to fight four waves of Klaptraps for a Golden Banana.

Golden Banana 3

Use the Chunky Barrel to become even bigger, then grab the large stone down the hall and set it down on the pedestal. This allows you to go jump in the Banana Barrel under the cage and play a mini-game to win a Golden Banana.

Golden Banana 4

Find the Kasplat in the Angry Aztec God Temple with Chunky's blueprint.

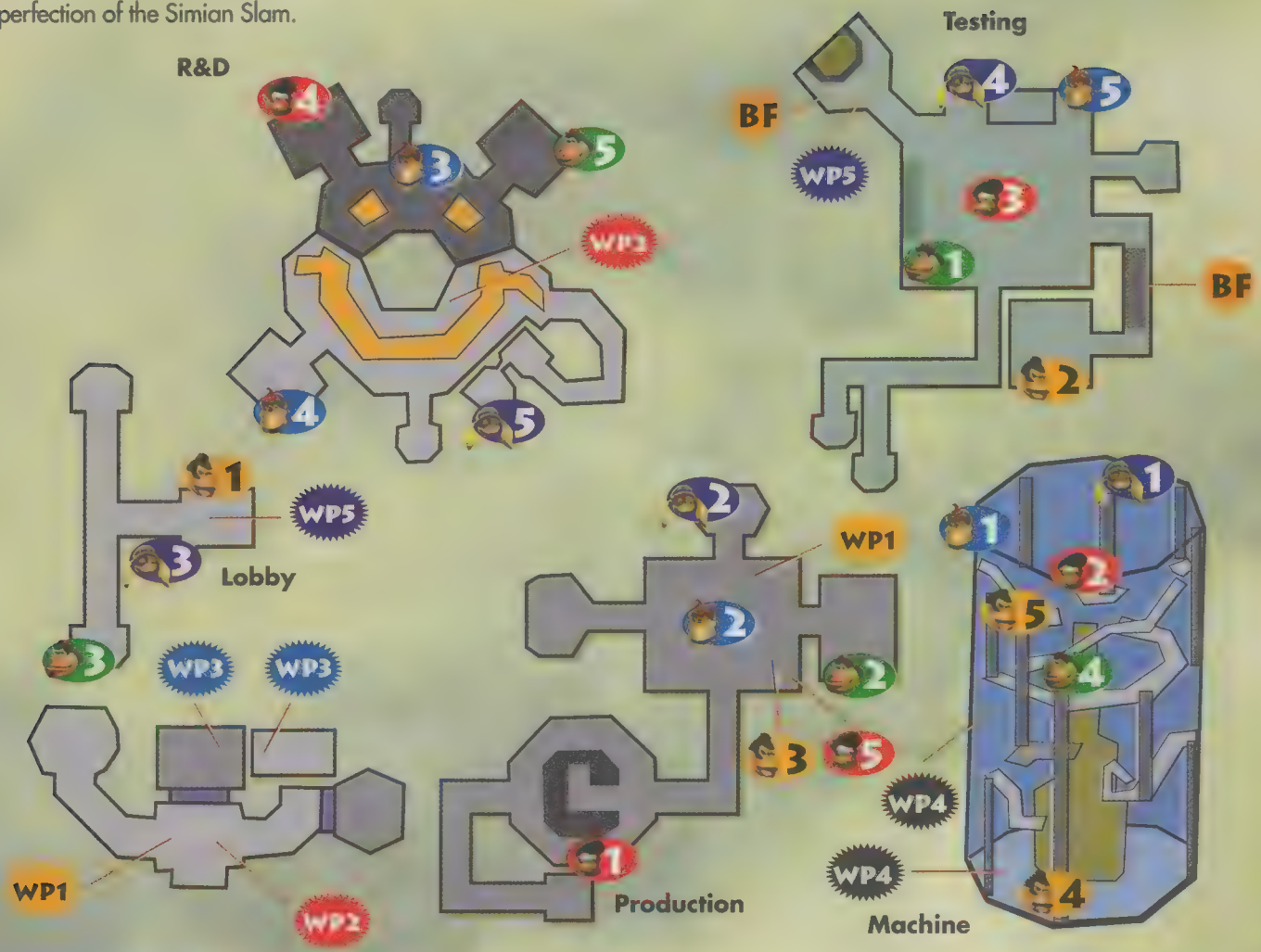
Golden Banana 5

Make your way to the back of Chunky's area in the Angry Aztec God Temple and play this easy mini-game. Just keep firing away—and don't forget to reload. After you get the Golden Banana, your race out will be the most difficult one yet. Just stay focussed on which direction the exit is (straight ahead once you make the left turn from the Golden Banana's location).

FRANTIC FACTORY

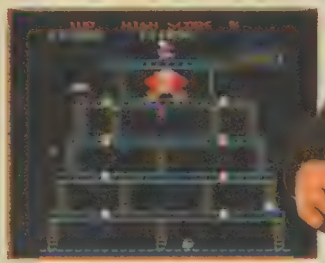
Golden Bananas Required to Enter: 15

It's time to travel back through video gaming history and to continue your perfection of the Simian Slam.



RETRO KONG

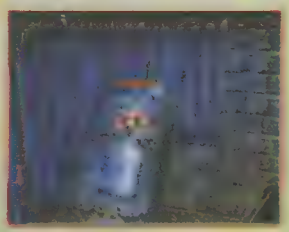
Remember when DK was a bad guy? When Mario had no name? If so, then you'll remember the first time you played Donkey Kong. Call on those skills, and you'll be prepared for this challenge.



You only have one guy to complete all four levels, but you can earn another Mario at 10,000 points. Grab hammers to rack up the points. The elevator level is the hardest challenge—make sure not to jump too far and avoid the springs by standing just to the right of the ladder leading to Mario's girlfriend, Pauline.

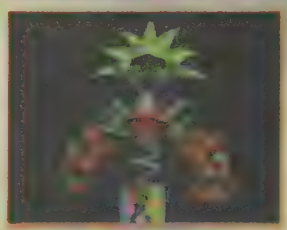
Once you've earned the Golden Banana, you'll have a shot at a special token—the Nintendo coin! It'll cost two coins to play, however—don't go through all of DK's stash! This version will be harder 'cause you'll play level two of the game. But it'll also be easier to earn 10,000 points for a second guy. Check out Mario smooching the Nintendo coin!

RAIDER OF THE CHUNKY MONKEY



Lanky will free Chunky during his tour of the Frantic Factory, but there's no need to hurry because the other three Kongs don't need Chunky to complete the mission. Let the fatboy sweat, and maybe he'll lose a few pounds! Freeing Chunky is fairly easy—just head to the room where he's stuck in the cage and use Lanky's Orangstand to climb up the pipe in the corner and Simian Slam the Lanky icon up top. Now you can play as the fattest Kong—woo-hoo!

TINY VS. MAD JACK



It'll take 200 bananas to get Tiny a title shot against Mad Jack. Jack will bounce from square to square and pursue you—but his weakness is that he won't jump diagonally, which means you'll spend the duration of the fight using Tiny's Ponytail Twirl to float diagonally between levels. When Jack stops to attack, hit the switch on the square that matches the color of the square he's on. You'll have to hit him five times. During your fifth attempt, you won't be able to see Jack at all—but you'll know where he is because his square will be lit up. If you must, fall off your square instead of taking a hit because a fall won't cause you damage.

Donkey Kong

Golden Banana 1

Release the Donkey Kong arcade machine and lever by completing the barrel blast near the Warp 1 point in the Production Level. Hit Cranky's Lab for the strength potion, then go play the arcade machine (see sidebar, "Retro Kong").

Golden Banana 2

Head to the location of the second Golden Banana. Stomp on the DK icon, then stomp each number in order before the time runs out to earn your second Golden Banana.

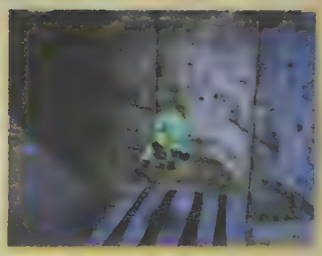
Golden Banana 3

Head to the Power Station (you'll have to fall through the shoot in the R&D area) and hit the crank to turn the power on to get another Golden Banana.

Golden Banana 4

Go to the bottom level of the Machine and enter the door directly in front of the Bananaporter 4. Head inside and jump in the barrel for DK's Strong Kong ability, then continue for the next Golden Banana.

Golden Banana 5



Prepare yourself for this one: Make your way up the Machine, located at the bottom level, toward the blueprint. Stand on the box past the grate, but before the platform with the Kasplat, and pelt him with orange grenades or your Coconut Shooter. As soon as he's dead, make the leap and grab the blueprint.

Diddy Kong

Golden Banana 1

Head over to the Production level, and you'll find the Kasplat with Diddy's blueprint. You probably faced off with him as DK while trying to unlock the Warp 4 point.

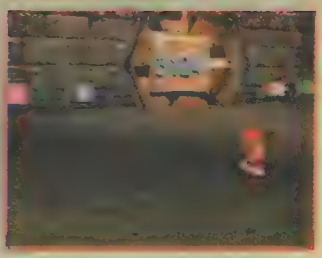
Golden Banana 2

Simian Slam the Diddy icon to unlock another Golden Banana up top. Head across the rolling pin to the box DK assaulted the Kasplat from, and you'll find a Diddy icon. Use the Simian Spring to bounce up to a Golden Banana.

Golden Banana 3

Use the Diddy icon to Simian Spring onto the pile of letter blocks located on the testing level. Check all around these blocks for a ton of Diddy's bananas, then head to the top. You'll find one more Spring icon, which will catapult you into a mini-game and, ultimately, a Golden Banana.

Golden Banana 4



Head to this room off the R&D floor (you'll have to play Diddy's guitar to open the glass) and hit the numbers in the order listed on each door. Once you defeat all the baddies, you'll be rewarded with another Golden Banana.

Golden Banana 5

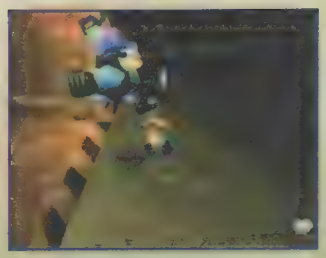
Drop through the chute (the same one you used to turn on the power with DK) in the R&D level down to Production and stomp on the Diddy icon to reveal floating vines leading to a Banana Barrel. Swing across and play the mini-game in which you're a crocodile trying to scare beavers into a hole. Don't pursue any one beaver too long—if they won't drop, move along. If you're successful, you'll get another Golden Banana.

Tiny Kong

Golden Banana 1

After arming Tiny with Cranky's Ponytail Twirl potion, take her to the bottom floor of the Machine and Simian Slam the Tiny icon to release a Banana Barrel. Head to the top of the Machine, across the conveyor belts (you'll find the conveyor belts to be a snap if you keep forcing the camera behind you), and use Tiny's Ponytail Twirl to cross platforms to the barrel for a mini-game. Win the game, and you receive a Golden Banana.

Golden Banana 2

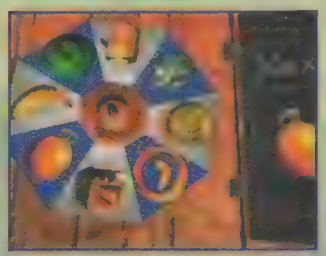


Grab the blueprint from the Kasplat in this room. Take it to ol' Snidey when you get a chance.

Golden Banana 3

Return to the room with the Donkey Kong arcade machine, hop in the Tiny Barrel and hop up the boxes to the passageway for this Golden Banana.

Golden Banana 4



On top of the boxes in the room with the stack of alphabet letter boxes, you'll find a Tiny Barrel and a mini-passageway. Head through there and Simian Slam the Tiny icon to open the dartboard. Use your Feather Shooter to hit the item that appears on the right door of the dartboard. When the going gets tougher, aim for the outside rim of the icons where they're thicker, and you'll have more latitude. Beating this game will release a Golden Banana and a fairy in the room in Funky's Shop.

Golden Banana 5

Use Tiny's Mini Monkey ability to crawl through the hole into this room, then continue to the next room for a racing mini-game. Not too hard—just try to avoid the TNT and hit the stars, which will speed you up. Your prize? A Golden Banana.

Lanky Kong

Golden Banana 1

Visit Cranky's Lab to grab the Baboon Balloon and Funky's Shop to increase your Grape Shooter's shots. Hit the Lanky icon at the bottom of the Machine, then use the Bananaporter 4 (check inside the door at the base of the Machine, in front of the bottom of Bananaporter 4, for some of Lanky's bananas). Go back to the pipe near the box DK stood on to hit his Kasplat. Orangstand up the pipe and grab the Golden Banana up top.

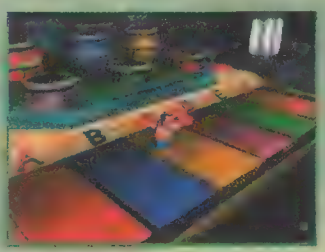
Golden Banana 2

Collect the Golden Banana when you free Chunky (see sidebar, "Raider of the Chunky Monkey").

Golden Banana 3

Head to the R&D area and grab Lanky's blueprint from the Kasplat hiding out in the upper deck.

Golden Banana 4



Still in the R&D area, head to this room and use your saxophone on the icon to get in. Look for a Banana Balloon, then Simian Slam the Lanky icon to start this memory mini-game. Just play the song the frogs croak by Simian Slamming their respective keys, and the Golden Banana is all yours.

Golden Banana 5

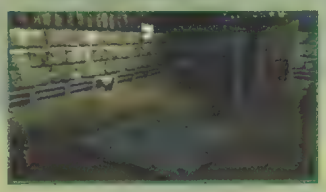
You'll find a Lanky icon in the corner of this room on the testing floor. Swell up with the Baboon Balloon and float to the Banana Barrel to play the mini-game. If you win, you get another Golden Banana.

Chunky Kong

Golden Banana 1

To tackle the Frantic Factory, you'll need Chunky's triangle and Pineapple Launcher. Also, make sure to visit Cranky for the Primate Punch. Collect coins to power up Chunky and stop by to pick up his blueprint.

Golden Banana 2

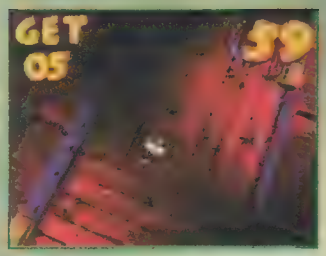


Knock down the gate to this room with your Primate Punch, then Simian Slam the question-marked box in the corner. It'll reveal a Chunky icon that you need to slam. Then Primate Punch the Chunky block on the wall and hop to your Golden Banana.

Golden Banana 3

Simian Slam the Chunky icon on the bottom floor of the Machine, then use the Bananaporter 4 to zap yourself up and cross to the Golden Banana.

Golden Banana 4



Use Chunky's Primate Punch to knock through this gate in the room down the hall from the Warp 5 point and Donkey Kong arcade game. Then hop in the Banana Barrel to warp to a mini-game. Win the game, and you obtain a Golden Banana.

Golden Banana 5

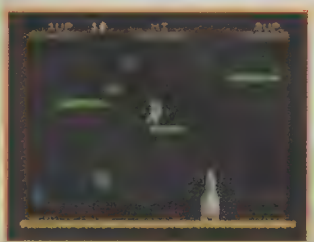
Use Chunky's Primate Punch in concert with his terrible triangle to get into this room, then unlock the treasure chest. After a few smoke signals, you'll see your real foe. The trick to this pot-luck punk is to hit and run. Swing in with a Chunky shot, then get out of the way before he retaliates. If successful, you'll receive a Golden Banana.

GLOOMY GALLEON

Golden Bananas Required to Enter: 30

There are several doors off the first hallway that lead to various areas in Gloomy Galleon. You need Donkey, Diddy, and Chunky to shoot open locks so others can pass through later.

MORE RETRO GAMING



Hit Cranky's Lab with 15 Banana Medals and play this ancient video game, Jetpack. If you earn 5000 points, you'll be rewarded with the Rareware coin. The best strategy for staying alive long enough to accumulate that many points is to stay on the first level, where you're still faster than the bad guys. Land on the rocket parts, and then move the parts over the base to put them together and build a rocket. Once that's done, collect the fuel and gems that fall from the sky. Drop the fuel on the ship, but don't leave until you've broken the 5000-point barrier and the Rareware coin falls from the sky.

WORKING TOGETHER

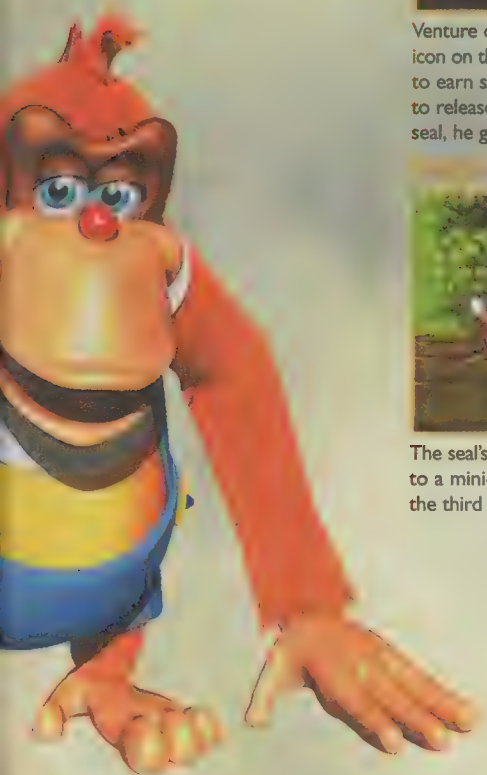
Gloomy Galleon is the first level where you start with all five Kongs, and you'll need all of them. There are three doors in the main hallway that must be opened by Donkey, Diddy, and Chunky. Only Donkey can raise the tide level in the cove with the lighthouse, but only Lanky can become Enguarde the swordfish and unlock new areas. You won't be able to float through this ocean one Kong at a time.

PUMMELING PUFTOSS

It's Lanky's turn to take on a boss, and he needs a little help from his fellow Kongs. You'll need 250 bananas to take on Puftoss.

You can find a DK Star near this perturbed puffer fish, so hurry up and drive through it. When you go through the star, an electrical tower rises and another DK Star appears. Keep driving through those stars and try to avoid the fireballs and shock waves that Puftoss throws at you.

Each time you erect all of the towers, Puftoss gets a nasty shock—but you'll have less time to do it again, and the stars will be smaller. Hurry up, Lanky!



Donkey Takes a Dip!

You need Diddy to shoot open the peanut locks on the door to the left of the main entrance; once that's done, switch to Donkey and you're good to go!

Dive under the lighthouse and hit the switch pictured above to raise the tide high enough to let you jump onto the lighthouse. Simian Slam the DK icon at the base of the lighthouse to open a gate. Head inside the lighthouse and up the center to find a DK switch that turns on the lighthouse beacon and releases a Golden Banana.

Venture outside and examine the DK icon on the box next to the lighthouse to earn some bananas and coins and to release a seal. When you find the seal, he gives you a Golden Banana.

The seal's location is also the entrance to a mini-game where you can earn the third Golden Banana.

Just beat this dolphin across two laps while grabbing 10 coins, and the third Golden Banana is all yours.

Near Funky's Shop is a water plant with music icons on it. Find the Bongo icon and let Donkey rock out; when you do, he opens a door on the side of the sunken ship in the main pool of this area.

Race to the door of the sunken ship, and, once inside, you'll find a Banana Barrel that takes Donkey to the Krazy Kong Klamor shooting mini-game. Resist the temptation to shoot Tiny, and you've got your fourth Golden Banana! You can't get DK's blueprint until a few other Kongs make moves, though, so it's time to switch up.

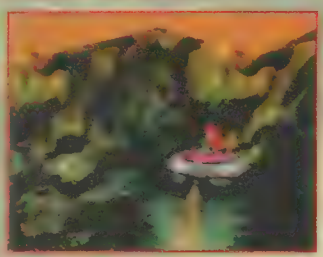
Once Lanky has become Enguarde and opened the DK Gate (and Diddy has obtained his fifth Golden Banana atop the structure located within—thus unlocking the Warp 4 point up top), Donkey can use the Warp 4 point to assault this Kasplat for his blueprint. Bring the blueprint to Snide and get outta the Galleon!

Diddy Takes Flight

Golden Banana 1

Take Diddy to the bottom level of the lighthouse, where you can find the Diddy Barrel right next to the Warp 5 point. Diddy can blast his way onto the sunken ship that Donkey released earlier and find a Diddy icon there. Simian Slam the icon to send a Golden Banana up onto the perch of the lighthouse, then return to the Diddy Barrel and fly to the perch to collect the Golden Banana.

Golden Banana 2



While Diddy's up there, he can find a Guitar icon. Rock Diddy out on the icon to release a mechanical piranha into the other cove. Race across the main hallway (or use the Warp 5 point for maximum speed), find the piranha, and let Diddy get swallowed by it.

The challenge begins once Diddy hits one of the vents in the mechanical heart. You must hit all three vents three times each, but a fan blocks them. The bottom one is no problem, but the top two are each blocked at once, meaning you've got to make every shot at them count—otherwise, you'll run out of time. Take out the bee, then start the cycle by hitting one of the vents. You've got to hit one vent or the other every time the fan stops, or you're toast.

Golden Banana 3

You have to lower the water level under the lighthouse for the next two Golden Bananas. First, hit the ledge near the lighthouse to pick up Diddy's blueprint.

Golden Banana 4

Return to the plant in the water near Funky's Shop, where you'll find a Guitar icon. Let Diddy do his Guitar Gazump, then head into the sunken ship. Race into Diddy's portion of the ship, and you'll find a Banana Barrel that leads you to a diving-for-coins mini-game. Once you have all but one coin, the floating vines lower and allow you to swing to the final coin. You can't get Diddy's final Golden Banana, however, until Lanky comes on the scene.

Golden Banana 5

In the area past the DK Gate is a platform with a Diddy icon. Make your way up the structure to the Banana Barrel at the top. Jump in the barrel and beat the mini-game to reveal a Warp 4 point. If you didn't earlier, unlock the warp so Donkey Kong can obtain his blueprint from that Kasplat below.

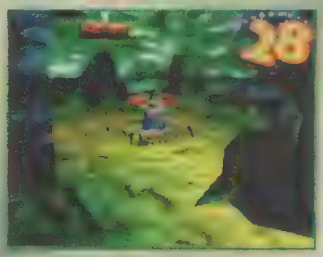
Lanky in the Water

Lanky has a lot to do in the water—he's going to become a swordfish! And you thought he looked ugly with those long arms...

Golden Banana 1

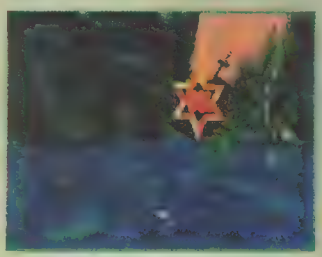
Have Chunky shoot open the pineapple locks so you can grab Lanky's blueprint from the Kasplat on the dock.

Golden Banana 2

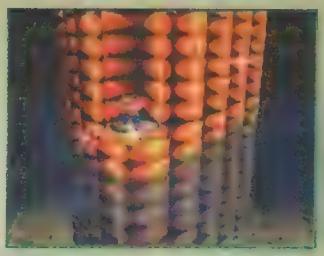


In the main hallway's left branch, which leads toward the cove with the sunken ship, is a big, annoying guy with a club entrenched near a Lanky icon. Simian Slam that icon to open a door on the sunken ship, then head into the cove and swim left toward the location of the second Golden Banana. Inside, Lanky has his first opportunity to become Enguarde the swordfish. Smash the treasure chests with his pointy nose.

Opening the DK Gate And Golden Banana 3



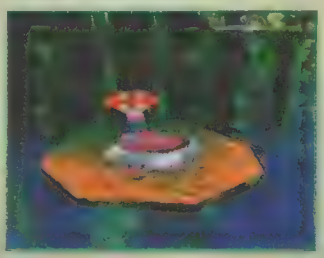
Another transforming box (for becoming Enguarde) is located on top of the other sunken ship—the one Diddy and Donkey investigated in their scenarios. As Enguarde, destroy treasure boxes on the ocean floor to reveal coins for your fellow Kongs, then jump through the DK Star three times to open the DK Gate and gain access to the area where the third Golden Banana awaits (see sidebar, "Pummeling Puftoss").



Inside this new area, transform from Enguarde into Lanky and hop on the Lanky icon. Use the Simian Swell to float up to the next platform and keep advancing to the top, where you'll find a Banana Barrel.

Searchlight Seek is a very easy mini-game. Just locate the Klaptrap and fire away. While you're in this area, you may want to take care of Diddy's and Donkey's unfinished business.

Golden Banana 4



With the water in its lowered state, return to the plant near Funky's Shop and find Lanky's Horn icon. Blow the horn and race over to the sunken ship (Lanky's entrance is on the opposite side of Diddy's and Donkey's)—there's a Golden Banana just sitting there!

Golden Banana 5

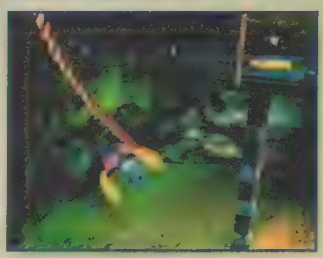
Become Enguarde underneath the lighthouse and break open the door with his face on it; this reveals the last of Donkey's regular bananas.

Look for treasure chests on the ocean floor, and you'll find the rest of Lanky's bananas as well as his fifth Golden Banana.

Tiny Dives Deep

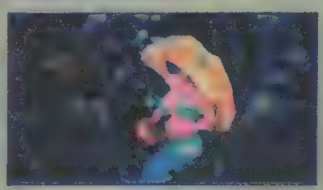
Tiny spends a lot of time in her very tiny state during her underwater adventure. If you haven't already, be sure to get Diddy, Donkey, and Chunky to open the gates in the main hallway (see sidebar, "Working Together").

Golden Banana 1

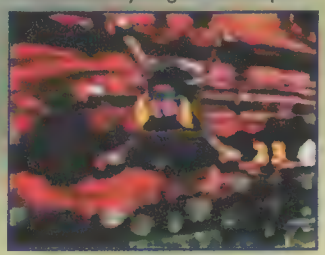


Take the cannon to higher ground in the main hallway, swing across to the Warp 3 point, and attack the Kasplat with ranged weapons. Grab Tiny's blueprint and hop on the Warp 3 point, which takes you to Snide's and Tiny's first Golden Banana (along with a banana balloon).

The Mermaid and Golden Banana 2



Take Tiny to the depths under the lighthouse where she can find a Tiny Barrel and a small doorway. Shrink Tiny down to size, go through the doorway, and find a weeping mermaid. Find her pearls, Tiny! You can find the mermaid's pearls in the treasure room where the Warp 4 point allowed Donkey to grab his blueprint.

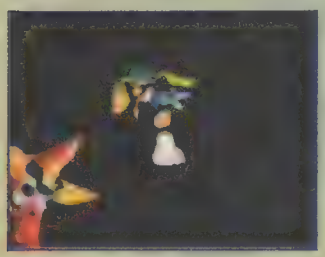


Once you're inside the treasure room, hop into the Tiny Barrel to become

smaller, and then swim through the treasure chest's keyhole.

Swim into each of the oysters' mouths to retrieve the pearls, but beware of those teeth! Once Tiny gets all five pearls, return to the mermaid for a Golden Banana reward.

Golden Banana 3



Head back to the plant near Funky's Shop and play Tiny's trombone on her icon to open up yet another gate on the sunken ship. Inside the sunken ship are a Golden Banana and a fairy. Go ahead and snap a picture...just beware of the angry starfish.

Golden Banana 4

Tiny can find another Tiny Barrel and an entrance to another sunken machine deep beneath Funky's Shop. Inside the sunken machine is a Banana Barrel that leads to a fly-swatting mini-game and Tiny's fourth Golden Banana.

Golden Banana 5

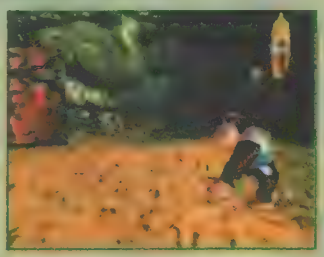
At the entrance to the Shipwreck Cove where Diddy shot out the peanut locks is a Tiny icon. Simian Slam the icon to open a gate on the smaller wrecked ship, and then race over to the gate.

Inside the wrecked ship is a Banana Barrel that leads to the Kremling Kosh mini-game. If you're having trouble earning Tiny's banana medal, don't forget to check out the room where Lanky found his first Golden Banana—you can find three banana bunches in that room!

Chunky All Wet

Chunky comes in to clean up the last of the sunken treasure. Make sure you've opened all the doors with Diddy and Donkey first, and open up the first gate after the entrance for the other Kongs. You'll also have to head on up and Primate Punch the gate blocking the K. Rool icon, so you or another Kong can win this area's Battle Crown.

Golden Banana 1

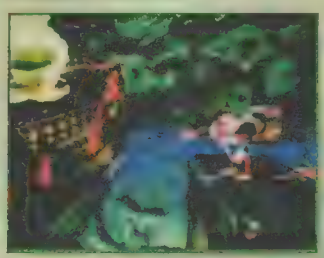


Destroy the treasure chests with Chunky's Primate Punch to reveal his first Golden Banana and a fairy.

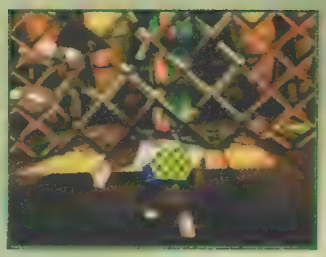
Golden Banana 2

Get rid of the Kasplat, then grab the cannonball and lug it over to the cannon. Take out the three wall targets with six shots or less in the allotted amount of time. This may take a few tries (remember that gravity affects longer shots, and be sure to aim higher for long-distance targets).

Golden Banana 3

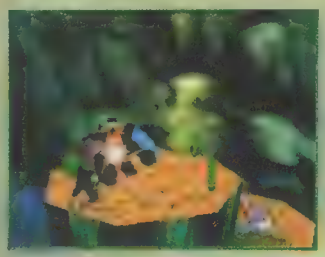


Jump aboard the abandoned ship in the Lighthouse Cove, then Simian Slam the board to crash through to the deck below.



Knock down the gate in the screen above with a Primate Punch, and then smash all the barrels in a similar fashion to earn a Golden Banana. However, afterward, Chunky gets seasick, and the controls become reversed. Brave the cannonballs while going back to the exit, or simply press Start to quit the area and return to DK Isles.

Golden Banana 4



Return to the plant near Funky's Shop where you can find a Kasplat and Chunky's blueprint. Return the blueprint to Snide for a Golden Banana.

Golden Banana 5

In the Lighthouse Cove, on the opposite side from Snide's HQ, is a platform with a Kasplat and a Triangle icon. Lower the water level, then stand on the Triangle icon and play the triangle to open Chunky's door on top of the sunken ship. When the water is lowered, you can't use the warp points, so run inside the ship as fast as Chunky can!

To win Chunky's fifth and final Golden Banana in Gloomy Galleon, play the slot machine mini-game.

FUNGI FOREST

Golden Bananas Required to Enter: 50

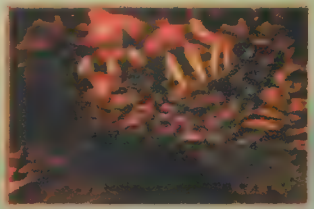
Once you get the Boss Key from Puftoss (see sidebar, "Pummeling Puftoss"), return to K. Lumsy's Prison, and he'll stomp enough to reveal a cannon behind DK Island. Hop in the cannon and shoot to Fungi Forest!

DAY AND NIGHT

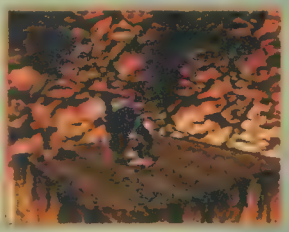
Certain areas of Fungi Forest are accessible only during the day or night. If an area is blocked and has a sun or moon icon, it will be open during the opposite time. To change the time of day, take the cannon to the top of the clock tower and shoot the appropriate icon.

DODGING DOGADON

It costs Chunky 300 of his posse's regular bananas to get a shot at Dogadon, and he's certainly gonna have to throw his weight around on this one.



Fight Dogadon like you did before (see sidebar, "Beeswax Boss")—dodge his fireballs, then throw a TNT barrel at him. Eventually, Dogadon gets angry and hits the platform hard enough that it starts to descend.

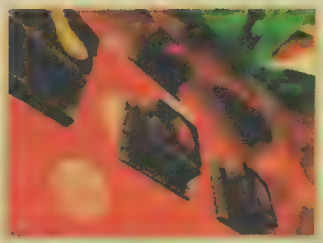


When the platform starts to descend, a Chunky Barrel appears when Chunky throws the TNT barrel, so move away from the center of the platform. Hop in the barrel and use Chunky's Primate Punch to KO Dogadon. Hurry up, though, the lava is coming up fast!

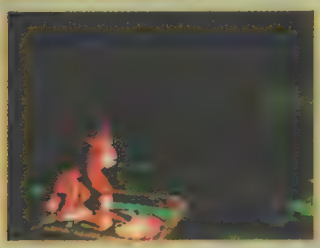
Fungi Funnies

It's a whole new world full of fungus and fun. Take a moment to get acquainted with the new surroundings and use Tiny's and Chunky's shooters to get into the area with Funky's Shop. Funky can upgrade all of your weapons to homing shooters. Next, take Donkey to Cranky's Lab, which is located in the same area as the Mushroom Tower.

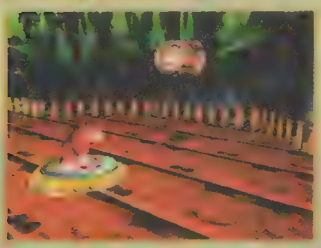
Cranky has a new potion: the Super Simian Slam. Now that Donkey is stronger than ever, head into the Mushroom Tower.



Hmmm...a lock that combines all five fruits! Use the tag barrel and become all five Kongs to open the lock.



Opening the lock reveals several cannons inside Mushroom Tower. Simian Slam the DK icon, then hop into the first cannon for a ride that leads to a Golden Banana!



On the third floor of Mushroom Tower, head outside and climb up the stairs to a DK icon, which takes Donkey to an extended barrel blast and also leads to a mini-game.

Head over to the barn that's open only in the daytime. Simian Slam the question-marked box inside the barn to reveal a DK icon. Slam the icon to open a gated area with three switches.

Pull the switches in the order indicated on the sign above the conveyor belt so the Golden Banana is pushed outside. It must be nighttime for you to retrieve the banana.

Grab the blueprint from the Kasplat behind the thorn bush gate.

To open the door to the barn, use the Donkey Barrel on the side of the barn to become strong Kong, then walk through the bushes and stomp on the DK icon behind the barn.

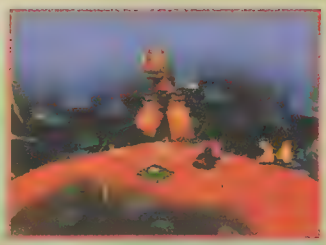
Inside the barn are two question-marked boxes: One holds a fairy and the other a DK icon. Simian Slam the DK icon to play a mine cart mini-game for DK's last Golden Banana.

Diddy Diddles Around

Make sure Chunky and Tiny have shot open the locks to the various areas, and hit Cranky and Funky for upgrades. Now you're ready to rumble with Diddy!

Golden Banana 1

Find the mushroom pictured in the screen above beside Cranky's Lab; if Diddy is facing the lab, the mushroom is to the left. Hop on the mushroom to blast into a Diddy Barrel.



Fly to the very top of the Mushroom Tower—but don't land! Instead, go directly into the Banana Barrel floating above the tower to play the snake charming mini-game for Diddy's first Golden Banana.

Golden Banana 2

Head down to the fifth floor of the Mushroom Tower for Diddy's blueprint.

Golden Banana 3

Behind the small barn near Snide's HQ, you can find a Diddy icon and Simian Spring that vaults Diddy up to an open barn window.

Inside the barn is a guitar pad. Use the Guitar Gazump here to summon a bird that holds a flashlight so you can cross the treacherous planks to the Golden Banana. Once you reach the banana, a fairy will appear.

Golden Banana 4

Climb the pulley cable behind the waterwheel barn, and then hop onto its roof. Simian Slam the Diddy icon to open the attic gate. Inside is a broken winch machine. Use Diddy's Peanut Shooter to hit the "ON" button, then Chimpy Charge the up arrow to raise a Golden Banana in a cage outside and create a guitar pad near the thorn bushes. Head outside and Guitar Gazump on the pad to release the Golden Banana. Diddy can't grab his fifth Golden Banana, however, until Lanky shoots open the gate to the area behind the Mushroom Tower.

Golden Banana 5

At nighttime, play the Guitar Gazump on the pad on the opposite side of the tree from the Warp 4 point. Although this wakes the owl, he won't speak to you until you can fly. Hit the Diddy Barrel and challenge him for your final Golden Banana.

Lanky in the Forest

Make sure you've received the upgrades from Cranky and Funky and shot open all the doors with the other Kongs. Then head toward the Mushroom Tower.

Use the Warp 5 point to reach the top of Mushroom Tower, then use Lanky's Orangstand to climb to the very top. When you find a Lanky switch, Simian Slam it to release two doors. The doors are to the right and left of Lanky's icon. Head to the one on his left (if he were looking at you) first—but you have only a few seconds, so hurry up!

Golden Banana 1

The diagram on the wall shows the order in which you should smash the mushrooms. When you do, a Banana Barrel with a very fast version of the Krazy Kong Klamor game is released.

Golden Banana 2

Return to the roof of Mushroom Tower and enter through the other door (the one to the right of the icon). Jump on the bouncing mushrooms and catapult yourself into the suspended Golden Banana.

Golden Banana 3

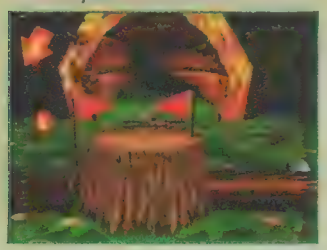
Near the waterwheel barn is a Lanky icon. Swell Lanky up so he can float to the roof of the nearby barn and into the attic doorway. Once you're inside, slam the Lanky switch, and then take out the bats in this belfry to earn a Golden Banana.

Golden Banana 4

Shoot open the grapefruit lock above the door leading to the area with Lanky's fourth and fifth Golden Bananas, then hit the Warp 4 point inside.

Racing the Bunny For Golden Banana 5

During the daytime, stand on the Trumpet icon and have Lanky blow his instrument—this will awaken the bunny for two races.

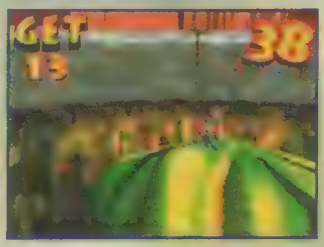


However, Lanky can't beat the bunny the second time until he gets the Orangstand Sprint from Cranky, and that doesn't come until the next level. The fifth Golden Banana will just have to wait—but don't forget to come back and whup the bunny. When you do, the bunny takes way too wide of a turn around the obstacle on the opposite side of the track from the starting line (near the Diddy Barrel)—pass it there.

Tiny's Tribulations

Make sure you've shot open all the locks with the boys and obtained this level's upgrades. Then hit the Mushroom Tower.

Golden Banana 1

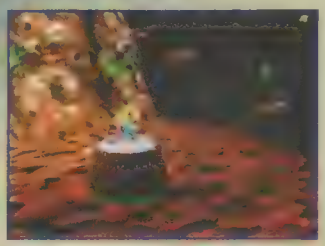


On the bottom floor of the tower, Simian Slam the Tiny icon, then race up the floors. Once Tiny reaches the third floor, head left and jump in the Banana Barrel for a mini-game. To win the Golden Banana, collect the coins by swinging and Ponytail Twirling across the mushroom tops.

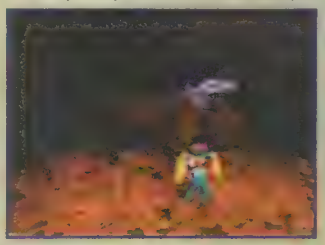
Golden Banana 2

On the same floor, hit the deck and wipe out the Kasplat for Tiny's blueprint.

Golden Banana 3

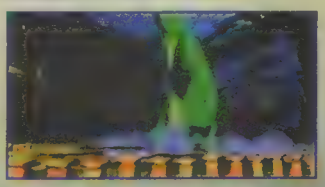


Head to the location of the third Golden Banana and hop in the Tiny Barrel, then play the saxophone on Tiny's music pad. The eagle will arrive and lift you up onto the tree stump.



Inside, defeat all the purple Klaptraps with orange bombs for a Golden Banana. Make sure to grab the bean that appears when you win!

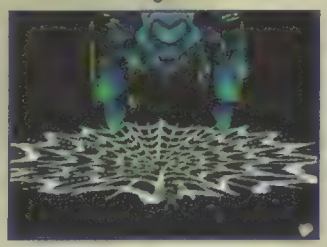
Golden Banana 4



Head to the strange-looking ground near Funky's Shop where you can plant the bean to make a beanstalk. Then do the same thing you did for the previous Golden Banana: Hop in the nearby Tiny Barrel, then play the Saxophone Slam on the icon in front of the beanstalk to call the eagle.

Golden Banana 5

To get into the back entrance of the barn at night, Chunky must first smash through the back wall during the daytime and destroy the question-marked box that's blocking the hole.



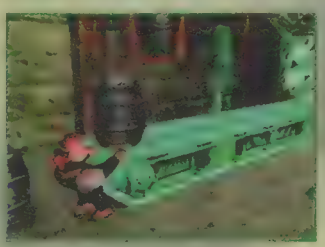
Then, at night, return with Tiny, hop into the barrel behind the waterwheel, and enter the barn through the small hole. Hop up and into the door that was previously blocked by a spider's web. Once Tiny is inside, take out the mini-spiders and zap the big spider in the eye with her Feather Shooter to get the fifth Golden Banana.

Fatboy With Fungus

Golden Banana 1

Check out the poor worm in the apple near Funky's Shop. There's a Chunky Barrel near the shop that makes Chunky big enough to take on those bully tomatoes. Once Chunky stomps them out, relocate the worm's home to the Apple icon near the entrance to Fungi Forest, and you have your first Golden Banana.

Golden Banana 2



After Chunky smashes the back entrance of the waterwheel barn and destroys both question-marked boxes, one smashed box opens a passage for Tiny, and the other reveals a triangle pad. Make some funky music and get the wheel started. Take the metal keg and lug it into the front door, then put it on the nearby conveyor belt. Grab the other kegs in the same room and put them on the conveyor belt as well. Chunky's prize for all this work is a Golden Banana.

Golden Banana 3

Find the well behind the waterwheel barn and Simian Slam the grate to fall inside.

This is a more difficult mine cart chase—just be sure to hit the green bells to open gates and to time falling objects, moving gates, or fire hazards.

Golden Banana 4

Make your way up the Mushroom Tower floor by floor and collect any of Chunky's bananas you find along the way. Grab Chunky's blueprint from the Kasplat on the balcony of the seventh floor. To reach the Kasplat, either jump from the roof or come down during the night.

Golden Banana 5

At the very top of the Mushroom Tower is a Chunky icon. Simian Slam the icon to open the door, then Simian Slam the one inside to start a puzzle mini-game. Use Chunky's Grapefruit Shooter to hit all the tiles until they form Chunky's face; when they do, Chunky's fifth Golden Banana is all yours!

CRYSTAL CAVES

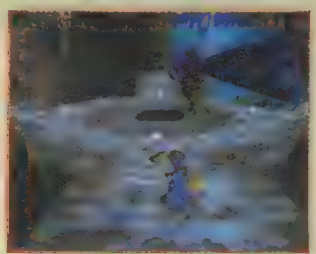
Golden Bananas Required to Enter: 65

To reveal the Wrinkly Kong doors in the lobby of the entrance to the Crystal Caves, use Chunky to smash open the ice doors with his Primate Punch, then grab the boulder and place it on the switch near the door. If you think this seems like a lot of work, wait until you get inside.

STOP THE STALACTITES!

Sick and tired of having the sky rain angry rocks on you? Here's how to stop it.

While Chunky is retrieving his second Golden Banana from the smashed dome near the igloo, look for a nearby Tiny pad. Hmmm…none of her bananas require that pad. Grab Tiny and investigate—but you need her Monkeyport ability!



Lo and behold—there's the culprit. Let him rest in pieces so you can rest in peace.

ARMY DILLO'S REVENGE

It costs Donkey Kong 350 bananas for a rematch with Army Dillo (see sidebar, "Whupping the Boss")—but this one's more disappointing than Tyson-Holyfield II (and there isn't even an ear bite).

Army Dillo has a few new tricks, including a heat-seeking missile and a shockwave drop, but they're easy to dodge, and, with your three-melon capacity, this guy's an easy mark. Just hurl the TNT barrel at him whenever he shows his face.

Donkey's Trusty Adventure

Head over to Funky's Shop for the all-Kong shooter upgrade. Next, hurry to Candy's where a third melon will help you deal with the falling stalactites (see sidebar, "Stop the Stalactites!").

Golden Banana 1

Near Candy's Store, you'll see a bongo pad. Rock those blocks, and you'll open the door to the nearby shack. Head in and take out all the buzzing bees for Donkey's first Golden Banana.

Golden Banana 2

Here's another shack with a bongo pad entrance. This is a simple concentration game, and the trick is to turn as little as possible. Start with green, then go right, hit green, both purples, then brown; go left and hit brown, then blue; go left, hit blue, both yellows, and red; go right and hit red. Oh, and when you're done, stomp on K. Rool's coin to win this level's crown.

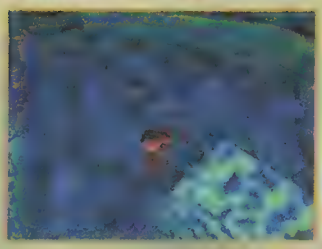
Golden Banana 3

Hit the DK pad for a barrel blast into the survival shooting mini-game and earn your third Golden Banana.

Golden Banana 4

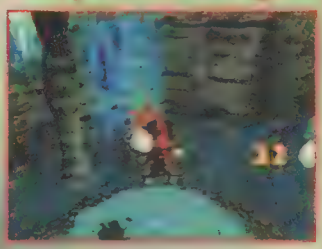
Grab DK's blueprint from the Kasplat hiding out on this platform. Grenade him from a safe distance, then move in. You can't get Donkey's last Golden Banana until Diddy opens up the igloo, so it's time to switch off.

Golden Banana 5



Donkey has to make his way through this sliding maze to get to the center for his final Golden Banana. Try to make up distance while you're flashing from being hit. Don't worry if you can't earn Donkey's Banana Medal—Chunky reveals more balloons, coins, and Snide's HQ later.

Diddy Rocks the Igloo



At Cranky's Lab, a Diddy Barrel is suspended over the entrance to the igloo. Jump into the barrel (or, if you miss it, head back to one near Candy's Store) and fly into the igloo area. When you see a DK Star over the igloo, go through it to activate musical locks on the igloo for each Kong. Fly around and collect the bananas, then head back outside and unlock the high Warp 4 point.

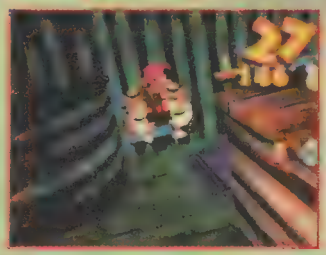
Golden Banana 1

Look for a Banana Barrel hovering in the waterfall and crash into it to play a maze mini-game. Take out the Kasplats quickly—slam into them once while moving, then stand still and swipe at them with Diddy's tail on a second pass.

Golden Banana 2

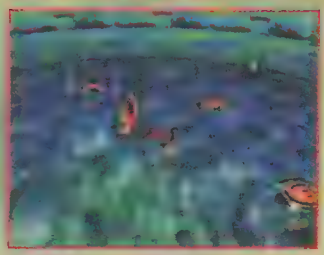
Guitar Gazump on the pad outside so Diddy can gain entrance, then take care of the goons inside by slamming them with orange grenades when their clubs are stuck in the ground. Then use the Diddy icon to spring into the Diddy Barrel, then use the tail steam from his jetpack to light all three candles in the room and make the Golden Banana appear. Once Diddy gets the banana, a fairy appears.

Golden Banana 3



Use the guitar pad to enter the lower level of the large shack where Diddy must kill all the bad guys before time runs out. This is going to seem impossible at first (and it nearly is), so prepare for some serious frustration! The trick is to hover with the Z button and take out the first two Kremlings, then land on one of their platforms, go into first-person mode, and hurl oranges at the middle platform with four Klaptraps on it. If you try to hurl directly at the ones on the side, you'll miss, but if you throw between the middle and the edge of the platform, your shots will bounce into the Kremlings. Then drop down, hit the Diddy Barrel again, land on the middle platform as quickly as possible, and hurl orange grenades at the lieutenants in opposite corners. Don't wait around for the first lieutenant to die because it takes forever. Even if you've killed the guy, unless he fades before time runs out, you've failed.

Golden Banana 4



Use Diddy's guitar pad outside the igloo to play an easy mini-game—just pick up each of the barrels in order before the time runs out.

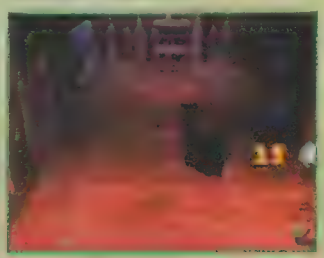
Golden Banana 5

You can't get Diddy's blueprint until Tiny unlocks the other Warp 4 point. Once she does, head there and take out the Kasplat.

Lanky in the Caves

Even if you've already obtained the other upgrades with the other Kongs, you should hit Cranky's and get the Orangstand Sprint. Don't forget to go back to Fungi Forest and whip that rabbit once you have the speed!

Golden Banana 1

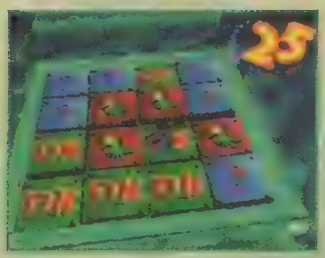


Outside the shack, use the Lanky icon to swell up and float to the roof, then play the horn on the pad to open the door. Inside, swell up on the Lanky icon to float to the Lanky Barrel, then use the Orangstand Sprint to travel from the switch to the Golden Banana.

Golden Banana 2

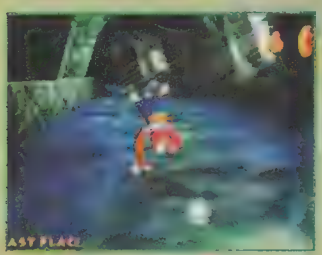
Have Diddy fly to the island's Warp 5 point to activate it, then use the warp to find Lanky's blueprint. As soon as you warp in, play the horn to knock the Kasplat away.

Golden Banana 3



Simian Slam the Lanky icon outside the ice castle to gain entrance, then play a mini-game to win a Golden Banana. Slam the icons that already show K. Rool's face, but don't slam the question marks.

Golden Banana 4



Race the stinkin' beetle. This is a very tough race, so Lanky must grab the Orangstand Sprint at the outset. A couple pointers: Watch out for the jump halfway through and try hard to avoid contact with the beetle. You can get in front of him during the first drop and stay there the whole way down. There's one main place where you have to hit the brakes, and that's just before the final stretch. For practice, finish the race a few times without worrying about collecting coins.

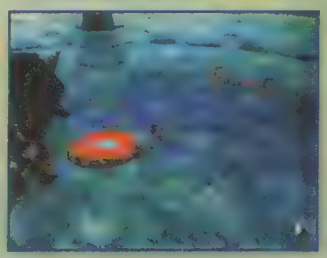
Golden Banana 5

Use Lanky's horn to get into the area of the igloo pictured above, then take out the bad guys and Simian Swell your way up to the Golden Banana.

Tiny Teleports

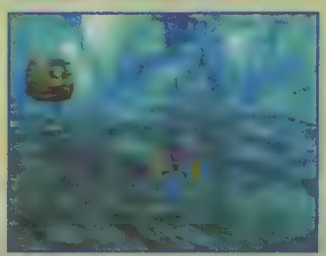
Hit Cranky's Lab for the Monkeyport potion and learn to beam yourself up. Some of the other Kongs are relying on Tiny to access Warp points for them, so get to it!

Golden Banana 1



Inside the igloo, stomp on the target's center so the target grows smaller and starts to move. Take out the clubbing crony with an orange grenade, then quickly stomp on the target three more times to release a Golden Banana and a fairy.

Warp 3 and Golden Banana 2

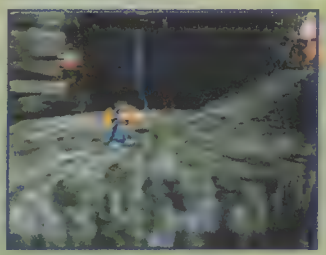


On the bottom ledge in the screen above is a Tiny Barrel and a small door. Hop into the Tiny Barrel, then go through the small door. Inside, a Banana Barrel transports you to the shooting mini-game. To win the game, keep your aim in the middle and move from there. You won't have time to shoot at anything that's not on the same row, but there's still plenty of time to win. Be sure to hit the Warp 3 point so Chunky can get in here later.

Golden Banana 3

Take out all the purple Klaptraps in this room to release a Golden Banana. Just go into first-person mode and hurl orange grenades at them. If the angle is bad, look for ricochet opportunities.

Warp 4 and Golden Banana 4



On the platform near Funky's Shop (in the screen above) is a Tiny Barrel suspended over an oh-so-small ledge. Ponytail Twirl over to the ledge, shrink, Ponytail Twirl back, and hightail it to the small door. Go inside and find the other end of the Warp 4 point and a Kasplat with Diddy's blueprint. Hit the Warp 4 point icon so Diddy can gain entry, then hop on the Tiny icon to Monkeyport to a sealed dome near the igloo.

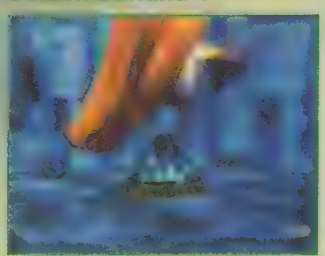
Golden Banana 5

Grab the blueprint from the Kasplat on this ledge. If you're having trouble earning Tiny's Banana Medal, don't forget to swim on the ocean floor for 10 bananas!

The Invisible Chunk

First off, visit Cranky and get the Gorilla Gone potion; this potion allows Chunky to disappear on Chunky pads.

Golden Banana 1

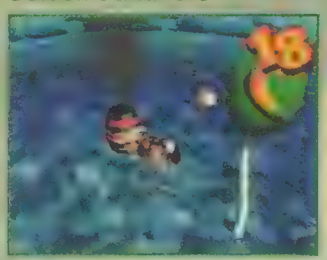


Once Chunky gets the Gorilla Gone potion from Cranky, return to the area in the screen above, Primate Punch the door open, and use the potion to disappear on the pad for an easy Golden Banana. If you haven't earned a Banana Medal with Donkey, you might want to bring him back here for the balloon inside this room.

Golden Banana 2

Grab the boulder on the platform near Cranky's Castle and follow the Chunky bananas to a boulder switch. Put the boulder down there to get a switch moving in another area. Primate Punch the ice door to enter the other boulder area, and then jump in the Chunky Barrel so Chunky can then lift the boulder and drop it on the moving switch. Chunky has now smashed the second dome in the igloo area and revealed a Golden Banana (see sidebar, "Stop the Stalactites!"). You can find another DK balloon here, too.

Golden Banana 3



The bunny is in trouble. Chunky might be tempted to just let him roast in return for all the trouble he gave Lanky in Fungi Forest, but to earn a Golden Banana, Chunky must stave off the fireballs until the bunny can free himself.

Golden Banana 4

Grab the blueprint from the Kasplat on top of the igloo.

Golden Banana 5

First, get Chunky's Monkey Gone ability from Cranky. Avoid the spotlights and hit all four targets to release a Chunky icon—doing so turns Chunky invisible so he can hop in the Banana Barrel to play a searchlight mini-game. During the game, lead the Klaptraps a bit—it's best to fire when they're moving away from a corner.

CREEPY CASTLE

Golden Bananas Required to Enter: 80

Creepy Castle requires the Kongs to work together more than ever before—but this penultimate step is surprisingly easier than Crystal Caves. If you've been going through this whole game one Kong at a time, you might want to switch off for each different section this time around—there are a few places where several Kongs can reach bananas.

KNOCKING OUT KING KUT OUT

It costs 400 bananas to take on King Kut Out, so there's no skimping in your banana quest for this area. You'll need all five Kongs for this ultimate kongfrontation.

At first, King Kut Out appears for a few seconds—when he does, jump into the cannon facing him for some close-up noggin lovin'. Kut then shows up in two places at the same time, but one is a hollow decoy, so be sure to hit the right one (the decoy is slightly transparent). Finally, Kut pops up going in a circle—and you're stuck with a camera angle that barely lets you see him. Predict where Kut will appear, and your Kongs will be victorious.

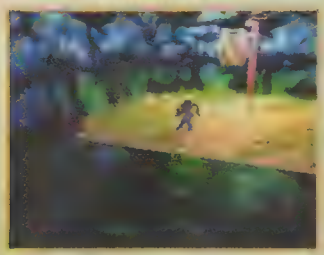
Donkey Gets The Creeps

Shop around for some upgrades right off the bat. Chunky gets the Super Duper Simian Slam, which allows all Kongs to hit red switches. Coast over to Funky's Shop for the Sniper upgrade for all of the Kongs' shooters and visit Candy for one last musical upgrade. Now you're all Super Kongs!

Golden Banana 1

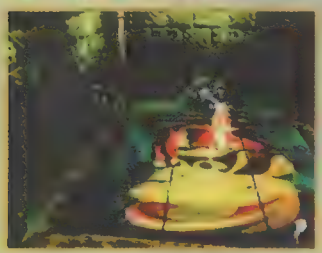
Near the castle entrance, hop on the Donkey pad for a barrel blast. Soar through the rings to hit the DK Star, which opens a door in a tree. Inside the tree is Donkey's blueprint.

Golden Banana 3



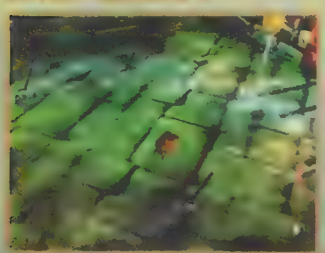
Continue inside the tree and go through the water until you reach the series of targets. Hit the targets to get Donkey's second Golden Banana. You can also find a fairy in the area, so have the camera ready!

Golden Banana 4

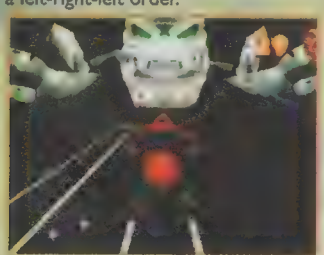


Use the Super Duper Simian Slam to get into the room in the screen above. Once you're inside, solve the face puzzle and win another Golden Banana.

Golden Banana 5



Shoot out the coconut lock on the skull door to gain entry. Once you're inside, shoot the next coconut lock to reveal DK's area. Pull the switches located on the diagram on the wall in a left-right-left order.



This is the creepiest mine cart ride yet, but fortunately it's fairly easy. Just take your time and avoid the obstacles while dodging the ghost's fist.

Golden Banana 3

You can find a DK icon a bit higher up on the castle's outer rim. When you reach the icon, do a Super Duper Simian Slam on it, then hurry back down to the library door that's partially shrouded in clouds.

Inside the library, take the left route and knock out all the baddies to reveal a DK icon. Slam the icon to open a passage, head back to the entrance, and take the right route, which leads to a DK Barrel. Use the barrel to get Donkey's Strong Kong ability—it allows him to pass through the haunted books to a Golden Banana.

Diddy Storms The Castle

Golden Banana 1

Grab Diddy's blueprint from the Kasplat near Funky's Shop.

Golden Banana 2

The wall around the Golden Banana (in the screen above) slides whenever Donkey approaches it. Use Donkey's sniper scope to shoot the peanut lock, then traverse the floating chains to reach the Golden Banana without touching the ground. In the surrounding area of this room, use Chunky's Primate Punch to knock down the gates guarding Donkey's red bananas.

Golden Banana 3

Shoot the peanut lock at the skull door and find the second peanut lock inside. Chimpy Charge the numbered locks in sequence for an easy banana.

Golden Banana 4

In the ballroom, knock out all the bad guys to reveal a Diddy Barrel, then fly up and ignite the candles to make a Banana Barrel appear. The barrel leads to a Golden Banana.

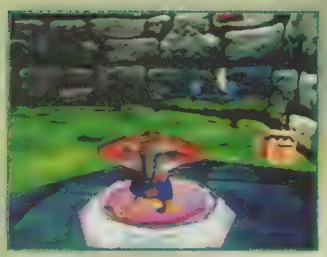
Golden Banana 5

Hop in the Diddy Barrel near the Warp 2 point on the castle rim and fly to the very top of the castle. Jump in this Banana Barrel at the top of the castle to play a mini-game for Diddy's fifth Golden Banana.

Lanky at the Gate

Golden Banana 1

Near Funky's Shop is an iron structure with a grape lock. Shoot the lock, and then head downstairs for a race. Shoot the grape switch to open a gate and use Lanky's Orangstand Sprint to get past the gate before it closes. Once you're inside, shoot the lock while positioned under the barrel, exit first-person mode, and immediately jump into the barrel. You could be in the sprint before the cut-scene even starts. The gate is to your left.

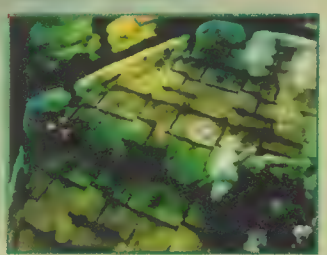


Once Lanky is past the gate, play his horn on his horn pad to lower floating vines, then swing to his first Golden Banana.

Golden Banana 2

Play on the music pad so Lanky swells up and can reach the Banana Barrel on the opposite side. You only need to stop on one pad in between.

Golden Banana 3



Super Duper Simian Slam on the icon at the door near Snide's HQ, then take out the bad guys to reveal a Lanky icon. Use Lanky's sniper scope to hit the grape targets high in the chimney. When Lanky hits the targets, a steam fountain opens that floats Lanky up to a Banana Barrel.

Into the Maze For Golden Banana 4

Hurry Lanky through the maze for another Golden Banana. Keep in mind which direction you need to head in, and you shouldn't have a problem beating the timer. Be sure to hit the K. Rool switch that appears after the race.

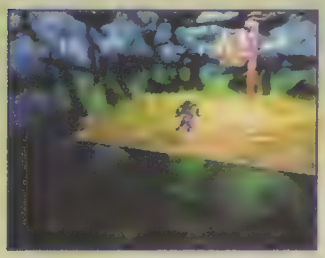
Golden Banana 5

Grab Lanky's blueprint from the Kasplat just below the Warp 2 point.

Tiny Grows Up

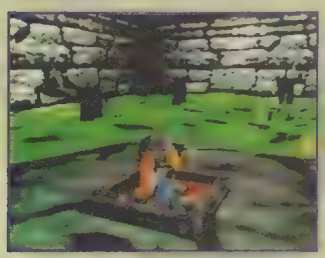
Be sure to have the Super Duper Simian Slam upgrade from Cranky—you'll need it to hit the red switches.

Golden Banana 1



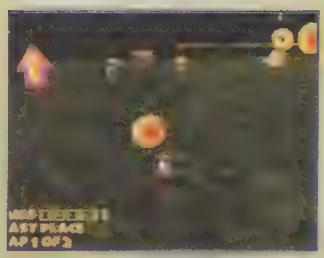
Use Tiny's Ponytail Twirl to cross the perilous pit inside the castle that's pictured in the screen above. To win the teetering turtles mini-game, methodically hit each snake in a row.

Golden Banana 2



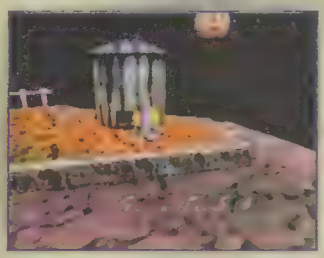
Find the iron structure near Funky's Shop and shoot out the feather lock on its exterior. Once inside, Tiny faces a red switch, which activates dead hands rising from the green goop. The challenge isn't the jumps or the timing, but the camera. Good luck, Tiny!

Golden Banana 3



After Diddy opens the ballroom door, take Tiny inside the ballroom and use the pad to Monkeyport to a new area with a fairy and several Tiny Barrels. Use Tiny's Mini-Monkey ability to shrink and enter the building for a rematch with the slotcar in Frantic Factory. The best way to win this game is to ignore selected flags to gain ground. Also, be sure to hit the other Tiny pad to warp to a room with a banana bunch and balloon.

Golden Banana 4



Use the Tiny Barrel and the trampoline mushroom to bounce into the little structure pictured in the screen above. Once you're inside, take out all the purple bees to win a Golden Banana.

Golden Banana 5

Grab Tiny's blueprint from the ledge. There's a ladder on the ledge right next to it.

Chunky Gets Brave?

Golden Banana 1

Snag Chunky's blueprint from the Kasplat located near Candy's Store.

Golden Banana 2

Shoot the pineapple lock on the Skull door to gain entry into the room pictured in the screen above. Once inside, Primate Punch the coffins on the wall to reveal some goodies, including a Banana Barrel that leads to a searchlight mini-game.

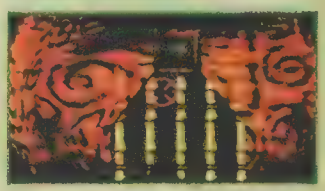
Golden Banana 3

Use Chunky's Primate Punch to bust open the door of the shack pictured above, then smash the question-marked box for a Chunky icon. Once Chunky takes the Gorilla Gone potion, bats can hit him—but he can hit them, too. Take all the bats out for a Golden Banana reward.

Golden Banana 4

Primate Punch the three shields on the wall, and one of the nearby skull statues opens to reveal a boulder. Drop the boulder on the lever in the middle of the room to open another statue with a Golden Banana inside.

Golden Banana 5

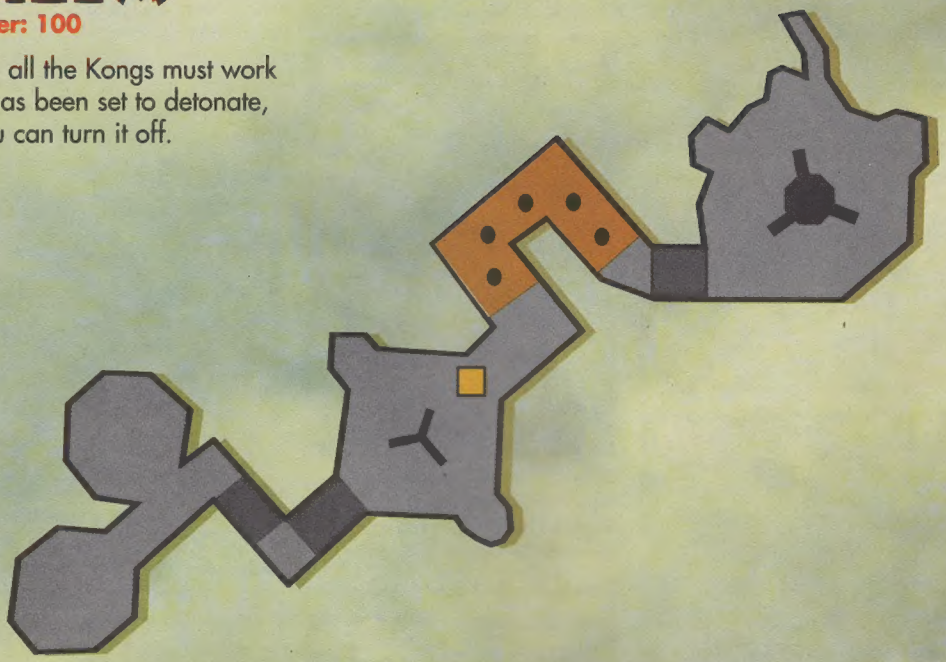


After Donkey does a barrel blast to open the entrance in the tree during his scenario, have Chunky Primate Punch the weak wall inside of the tree. Once that's done, use Lanky's sniper scope to hit the grape lock at long range and reveal a Banana Barrel.

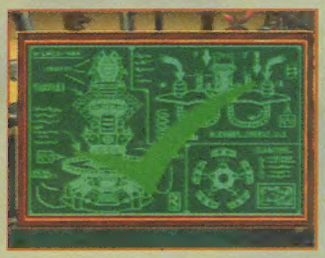
HIDEOUT HELM

Golden Bananas Required to Enter: 100

Hideout Helm is one big trap, and all the Kongs must work together to survive. The machine has been set to detonate, but Snide is able to delay it so you can turn it off.



PART 1



Snide uses the blueprints the Kongs have found to delay the timer and offers more time for each one you return to him. If you're missing a lot of blueprints, turn back and get them!

The Kongs need four Battle Crowns to gain entrance to the control room of K. Rool's ship, plus the Nintendo and Rareware coins (which can be earned by playing Retro Donkey Kong and Jetpack, respectively—see sidebars, "Retro Kong" and "More Retro Gaming") to obtain the final key for K. Lumsy's cage. There's no point in continuing without these items!

NAVIGATING THE HIDEOUT

Area 1

The first area might as well be an obstacle course—just avoid the bad guys.

Use Lanky's Orangstand to get up the hills, then use Chunky's Pineapple Shooter to open the lock at the top.

Once you get across the floating vines, use Tiny's Mini-Monkey ability to shrink and climb through the air duct that leads into the Machine Room.

PART 2

The Machine Room

Switch to Donkey so he can pull the lever inside the Machine Room. Once that's done, you have a short time to switch to Diddy and fly through the stars in the air to open the doors. Yep, it's frustrating (especially because the camera is less than helpful), but a calm, steady hand will get you through it.

Each door leads to gates that Chunky has to knock down, and when Chunky knocks down the doors, he'll reveal musical pads for each Kong. Play each Kong's instrument on their respective pads to open up areas that lead to two mini-games. Donkey's bongo pad appears first.

BEAT THE CLOCK

You have whatever time is remaining on the clock to beat 10 mini-games, two for each character. Each set unlocks a Banana Medal and makes the next area available.

Donkey's Mini-Games

Two new mini-games! One is a simple target-shooting game, and the other puts Donkey, as Rambi, in a room with dangerous power pylons and a short time to take out Kremlings. Keep moving quickly, or you'll never finish in time.

Chunky's Mini-Games

Chunky's two mini-games involve sniper-shooting Kremlings and hopping in a Chunky Barrel to smash boxes and find a hidden Kremling.

Tiny's Mini-Games

Tiny has to run through two similar obstacle courses using her Ponytail Twirl. In one, she has to jump from box to box without touching the floor. The other has her catapulting off mushrooms to reach stars. Dealing with the camera is the most important part of success here.

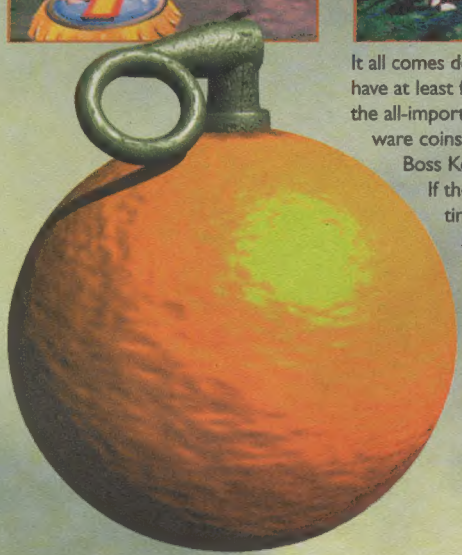
Lanky's Mini-Games

Lanky faces a race: In the maze, take the first right, then go left to find the switch; then, from the switch, make a right, head straight to the dead end, and turn left for the finish line. The other mini-game is a simple shooter where Lanky should head to high ground to face the Zingers.

Diddy's Mini-Games

First, Diddy plays a strange mini-game where he must hit Kremlings until a bell sounds, and then Simian Slam the switch in the middle of the ring. In the other mini-game, Diddy must take to the air and shoot four switches. Don't forget that Diddy can hover with the Z button—and make sure Diddy slams the switch under the cage after you've hit all four switches!

PART 3



It all comes down to this: If the Kongs have at least four Battle Crowns and the all-important Nintendo and Rareware coins, you can reach the final Boss Key and two more fairies. If the Kongs have been putting in all their effort, they should have all 20 fairies; if they do, return to the Banana Fairy for a special bonus.

ENDGAME

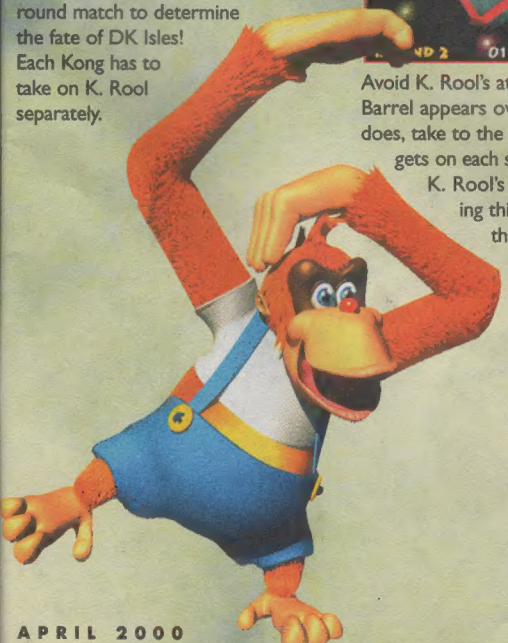
You're almost there! Steel yourself for the final confrontation with K. Rool and get your Kongs in shape for the main event.

K. Rool tries to escape in his ship, so hurry over to K. Lumsy's cage with the final Boss Key for help in stopping him.

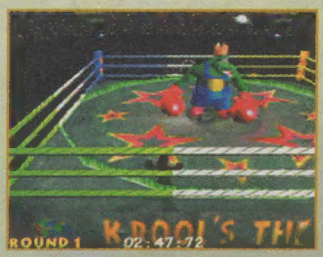
Once K. Lumsy has treated K. Rool like Godzilla treats airplanes, head over to the wreckage of K. Rool's ship (behind DK Isles, near the cannon to Fungi Forest) and hop in for the Final Kongflict!

The Main Event!

It's the Kongs vs. K. Rool in a five-round match to determine the fate of DK Isles! Each Kong has to take on K. Rool separately.



Donkey Shoots For the Glass Chin!



Dodge K. Rool's shockwaves until DK blast barrels appear over the turnbuckles. When a barrel appears, climb aboard it and rocket into K. Rool's chin—but only when he lowers his defenses.

Diddy Knocks Out His Lights!

Avoid K. Rool's attacks until a Diddy Barrel appears overhead. When it does, take to the air and hit the targets on each side of the light over K. Rool's head. Keep repeating this—remember that the target is just below Diddy's maximum flight level.

Lanky Uses His Head...or the Light On It, Anyway!

Lanky's got the advantage of fighting a blind K. Rool, but this is the toughest part of the entire match. Use Lanky's long arms to reach the switches on the side of the ring, then grab the Banana Barrels and hurl them to leave a peel. Once you've got K. Rool lined up with the peel, have Lanky stand on his music pad and play his instrument. When Lanky plays, K. Rool charges Lanky, but slips on the peel instead. If K. Rool doesn't slip, he'll hit Lanky, so be careful!

Tiny Tickles Some Toes

Use Tiny's Ponytail Twirl to dodge K. Rool's extended shockwaves, then hop inside the Tiny Barrel to shrink and run Tiny into the hole in K. Rool's shoe. Inside the shoe, dodge K. Rool's toes (they twinkle before they move) and shoot the toe that sticks up. Tiny must hit the first toe that sticks up once, the second one that sticks up twice, and so on.

Chunky Takes Charge

Chunky has to put forth a lot of effort just to get a shot in. Dodge the shadow of the invisible K. Rool, then Simian Slam the Chunky icon in the center of the ring. After the slam, run to any one of the pads and use the Gorilla Gone power to see K. Rool and a Chunky Barrel in the center of the ring. Hop in the barrel—when you do, K. Rool runs to the opposite corner of the ring and prepares to charge. Time your Primate Punch just right, and you can finally put the kibosh on K. Rool.

Slap the punk!

Wrapping Things Up

If you have all 20 fairies, be sure to hit the Fairy Island for the special bonus Golden Banana. This 201st Golden Banana also unlocks a cheat mode that lets you select unlimited ammo for all your weapons.

THE END